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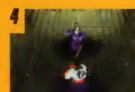
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How to defeat all the big, fat bosses



Where to find all the power-ups and items



How to perform all the sword strikes

ALL THE SECRETS
REVEALED ON
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80

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CHEATS & TIPS FOR OVER

CHEATS

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Actua Ice Hockey
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Adventures of Menion
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Batman Forever
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Brian Lara Cricket
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Crime Killer
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Criticom
Croc & Croc 2
Crow: City of Angels
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Cybersled
Cyberspeed
D
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Darklight Conflict
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One
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Ultramandyna
Ultraman Fighting
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Um Jammy Lammy
Unholy War
Uprising X

V-Z

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MULTI TAP (1-X)



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MOUSE COMPATIBLE



POCKETSTATION

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RONIN BLADE 080

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SUBSCRIPTION RATES (13 ISSUES)

UK: £36.00, Europe: £40.00

Rest of World: £48.00

Cover image © Sony Computer

Entertainment Europe Ltd.

The makers of PowerStation also produce: Play, DVD Review, 64 Magazine, 64 Solutions, Practical Internet, What's Online,

Internet Access Made Easy, Windows Made Easy, PC Player

and PC Games.

Printed by Duncan Web Offset, Farleigh Hill, Tovil,

Maidstone, ME15 6XA

Distributed by Seymour International, 1st Floor,

96 Newman Street, London W1P 3LD.

Tel: (0181) 679 1899

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CHEATS NEWS NETWORK

SPONSORED BY **FIRE** PRODUCERS OF **BLAZE** PERIPHERALS

CNN

CHEATS NEWS NETWORK

All The Very Latest PlayStation Cheats And Codes

If there's a **new cheat**, we'll have it crammed into our **hot-off-the-press** news section. Remember, you can send your cheats in to 'CNN' at the usual *PowerStation* address – the best ones now win an **Xplorer FX cheat cartridge**.

WIP3OUT

MORE NEW CHEATS

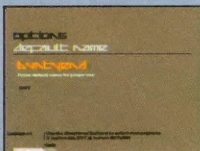


A Fire Xplorer FX is on its way to Andrew Francis of Gloucestershire, in return for sending us these superb new *Wip3out* codes.

CHEAT CODES

From the Options screen, select Game Setup, then Default Names. Enter the Player One name as the code you want – the screen will flash to confirm correct entry.

GEORDIEINFINITE ENERGY
THE HAIROPEN ALL CHALLENGES
DEPUTYINFINITE WEAPONS
CANER WOPEN ALL PROTOTYPE TRACKS
BEBEDEECHANGE COLOUR OF TURBO PADS
NO WHEELSIMMUNE TO CRASHES
BUNTYOPEN ALL TOURNAMENTS



Input the passwords as the player one default name. The screen will flash once if the cheat has worked.



Change the turbo pads to white and give yourself full energy, just for the hell of it. It looks really great up close!

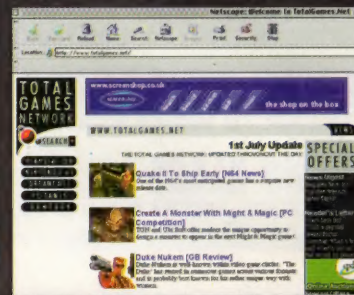


If you can't be bothered to complete all 196 single races, just type in the password to access all the secret prototype tracks.

INTERNET SITE

<http://totalgames.net>

If you're hooked up to the Internet, check out our brilliant videogames Web site! Total Games Network™ (TGN) offers daily news, reviews, features, hints & tips, competitions and special offers for PlayStation, PC, Nintendo 64, Dreamcast



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Produced by Paragon Publishing, the company behind *PowerStation*, *Play*, *64 Magazine*, *64 Solutions* and *PC Player*, TGN boasts over 5,000 pages of content – which includes the most comprehensive reviews and hints & tips databases available on the Internet for the PlayStation and Nintendo 64. You can enter competitions, mail us your views, vote in our regular surveys, and even subscribe to *PowerStation*.

STAR WARS: EPISODE 1 THE PHANTOM MENACE

FEEL THE FORCE

May the force be with Matthew Stapleton from Northampton for sending in this excellent *Episode One* cheat.

CHEAT MENU

On the title screen, highlight option and press Δ , \circ , \triangle , L1, R2, \square , \circ , \triangle . Then hold L1 + Select + Δ , to bring up a cheat menu.



Highlight but don't select the Options mode, before entering the code.



If inputted correctly, this cheat menu will appear.



Use it to view FMV, select a level, or become invulnerable.

CHEATS NEWS NETWORK

LMA MANAGER

ON THE BENCH

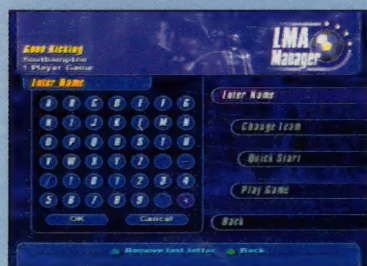


An Xplorer FX goes to David Willis from Skegness. He sent us a massive list of cheats for this outstanding footy game.

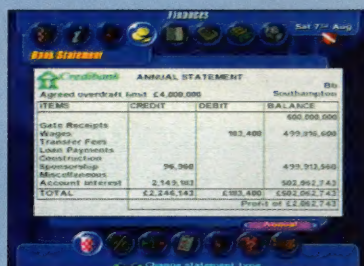
CHEAT CODES

Enter any of these words as your manager name, when beginning a new game.

WET WET WETRAINS EVERY GAME
 FACTOR 25SUNNY EVERY GAME
 KING MIDAS500 MILLION STARTING CASH
 BACK SEAT MANAGER.....BEST TACTICS & FORMATION SELECTED
 GOOD KICKINPLAYER REPLACES BALL IN HIGHLIGHTS
 THE BESTPLAYERS' SKILL LEVEL IS 90%
 NORTH AND SOUTHALL TRANSFERS SUCCESSFUL
 QUICK DRY CEMENTFASTER STADIUM UPGRADE
 WITCH DOCTOR.....INJURIES HEAL QUICKLY
 IVOR INVINCIBLE.....NEVER LOSE MATCH



Input the code as a manager name. If the crowd cheers, then you've put the code in correctly and can carry on.



Wahey! A stack load of cash has mysteriously appeared, George Graham-style, into your bank account.



Take that, Maradona, you charlie-snorting cheat! A player gets a sound beating in the match highlights.

SPEED FREAKS

KING OF THE ROAD

Shaun Mannion and James McNeela put their heads together to come up with this neat trick.

FULL TURBO

When racing hold ☐ X, ☐ ←, do at least two 360 turns, then release ☐ to get a full turbo bar recharge.



Great! Full turbo power! If only it did any good.

CROC 2

NEVER SAY DIE

An anonymous reader sent this honey of a cheat through the post.

INFINITE LIVES (HEARTS)

On the title screen, hold L1 and press O, ↓, ←, →, △, ▾ to hear a double chime.

OUT NOW

PLAYSTATION SSS VOL.7



PlayStation SSS Volume 7 [ISSN 1-84179-010-9] is available from all good newsagents and bookshops, priced £9.99. 212 pages of guides and walk-thrus including: *Soul Reaver*, *Driver*, *Wip3out*, *Silent Hill*, *WWF Attitude*, *Croc 2*, *Syphon Filter*, *Tony Hawk's Skateboarding* and many more.

OUT NOW

PLAY #55



Play issue #55 [ISSN 1358-9474] is available from all good newsagents, priced £2.95. Racing ahead of its rivals, it features *F1 World Grand Prix '99* and *Crash Team Racing*. Plus reviews of all the latest PlayStation releases including *Resident Evil 3: Nemesis*, *Quake II*, *LMA Manager*, *WCW Mayhem*, *Spyro 2*, *UEFA Striker*, *ISS Pro Evolution* and many more.

the future is DVD

Do you want to know more? yes

DIRECT HELPLINE!

Tips Hotline: 5pm-6pm, Mon-Fri

Tel: 01202 200240

Password: Revelation (valid until 16/12/99)

Due to popular demand, the PowerStation tips hotline is back and now fully operational. This manned helpline is available for any queries you have regarding our cheats and guides. Before calling, however, please note the following points:

1. We regret that we can only proceed with your call if you supply us with the correct current password (as printed above).
2. We can only give out information on games that we have actually covered in the magazine - we're not psychic, you know.
3. The Tips Hotline is only open between 5pm and 6pm, Monday to Friday. We regret we cannot answer tips calls at any other time - so please don't phone before 5pm!
4. Please, no crying babies. PlayStation games only. And no, there aren't any cheats for *Gran Turismo*!

CHEATS NEWS NETWORK

SOUTH PARK

CHEATS ARE BAD

Lee Haston sent in this massive list of *South Park* cheats. But wait, someone has called shenanigans! There are two different sets of cheats, some of which work on the PAL version and not the NTSC version. If you have the PAL version of the game, enter the entire cheat. If you have the NTSC version, miss off the first letter. All codes should be entered on the Cheesy Poof decoder.

EXTRA CHARACTERS	MR MACKEY
ACHEATINGSBAD.....	BARBRADY
DELVISLIVES.....	BIGGAY AL
COUTRAGE.....	NED
JHAWKING.....	TERRANCE
SRAFT.....	PHILLIP
PPHAERT.....	STARVIN MARVIN
MSLAPUPME.....	JIMBO
GSTARINGFROGS.....	VISITOR
TMAJESTIC.....	ERIC'S MOM
KALLWOMEN.....	CHEF
YLOVEMACHINE.....	MR GARRISON
VDOORITHYSFRIEND.....	PIP
EFISHNCHIPS.....	WENDY
BCHECKATACO.....	KE
HKICKME.....	MEPHISTO
NGOODSCIENCE.....	EVERYTHING OPEN INCLUDING CHEATS MENU
ZBOBBYBIRD.....	

THESE CODES ARE FOR THE NTSC VERSION ONLY:

VEGGIEHEAVEN.....	THIN CHARACTERS
MEGANOGGIN.....	BIG HEADS
PLANEARIUM.....	INK MODE
SCREWYOUGUYS.....	WATCH END CREDITS



GTA 2

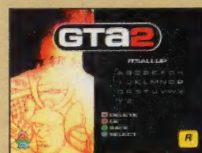
DODGY GEAR

Straight off the back of a lorry comes this full list of *GTA 2* cheats.

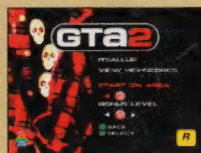
CHEAT CODES

Enter the following as a player name for these effects. Also if you want to change radio stations, tap forward when driving.

ITSALLUP.....	SELECT ANY LEVEL
NAVARONE.....	ALL WEAPONS
MUCHCASH.....	EXTRA CASH
LIVELONG.....	INFINITE ENERGY
LOSEFEDS.....	NO POLICE
DESIRES.....	MAXIMUM WANTED LEVEL
HIGH FIVE.....	MULTIPLIER X5
BIGSCORE.....	10 MILLION POINTS
NOFRILLS.....	DEBUG MODE



Enter one of the cheat codes as your player name. To input another, delete the first code.



Now you can access every level and every city in the game. You can also have loadsa money.



Crank up the wanted meter, arm with all weapons and go on the rampage.

TONY HAWK'S SKATEBOARDING

GET SOME AIR

These bodacious cheats for *Tony Hawk's* were sent in by Mat Stapleton.

CHEAT CODES

During the game press pause and hold L1, then input the follow codes. If they are entered correctly the continue logo will shake, which confirms they're active.

Big Heads
 ■, ●, ◇, ◇, ◇
 Full Special Bar
 X, ▲, ●, ◇, ◇, ◇
 Multiplier x10
 ■, ▲, ◇, ◇



Pause the game hold L1 and input the codes on this screen.

Multiplier x13
 X, ■, ■, ▲, ◇, ◇
 Unlock All Practice Arenas
 ■, ◇, ◇, ◇, ●, ▲
 Unlock Everything
 ●, ◇, ◇, ◇, ●, ◇, ◇, ■, ▲

PLAY AS OFFICER DICK

Collect all 30 tapes in Career mode.

VIEW END SEQUENCE

Using one character, get gold in all three competitions. Select View Replay to watch the sequence.



Give yourself all the arenas, all FMV, or just a big head.

CRASH TEAM RACING

BANDICOOT BONANZA

Cheers to The Punisher, for sending these hints in so promptly.

EXTRA BATTLE ARENAS

Complete Arcade Mode, on all three difficult settings (Easy, Medium, Hard) to get all the cups. Four new battle arenas will then be selectable.

RECEIVE RED GEM CUP

Pick up all four of the Red Coins, whilst in Adventure Mode

RECEIVE GREEN GEM CUP

Pick up all four of the Green Coins, whilst in Adventure Mode

RECEIVE BLUE GEM CUP

Pick up all four of the Blue Coins, whilst in Adventure Mode

RECEIVE YELLOW GEM CUP

Pick up all four of the Yellow Coins, whilst in Adventure Mode

RECEIVE PURPLE GEM CUP

Pick up all four of the Purple Coins, whilst in Adventure Mode

N TROPHY

Finish the 'Roos Tubes' Time Trail level and the N Trophy will be unlocked.

RIPPER ROO

Collect the Red Gem Cup to make Ripper Roo selectable.

PAPU PAPU

Collect the Green Gem Cup to make Papu Papu selectable.

KOMODO JOE

Collect the Blue Gem Cup to make Komodo Joe selectable.

PINSTRIPE

Collect the Yellow Gem Cup to make Pinstripe selectable.

FAKE CRASH

Collect the Purple Gem Cup to make Fake Crash selectable.

UNLOCK TURBO TRACK

Pick up all the Coins and all five Gems.

ACTIVATE SPYRO 2 DEMO

Hold L1 + R1 and press ◇, ○, △, ⇒ at the title screen (new game).



CHEATS NEWS NETWORK

CNN

CHAMPIONSHIP MOTOCROSS

FEATURING RICKY CARMICHAEL (US)

Don't get cross - try these wheelie great codes to ride like the wind.

ACCESS ALL TRACKS

Select Championship mode and enter DIRT TRACKS as your rider's name.

ACCESS ALL CLASSES

Select Championship mode and enter ALL EVENTS as your rider's name.

ACTIVATE MIRRORING TRACKS

Select Championship mode and enter OPPOSITE LOCK as your rider's name. Mirrored tracks can then be chosen in Race Settings, by going to the Options menu.

ACTIVATE WRATH CHILD FMV

Select Championship mode and enter LIVE ACTION as your rider's name. Chose Extras from the Options menu, to view.

NAME ENTRY

PLAYER 1 ENTER YOUR NAME

A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z . , ! ?
1 2 3 4 5 6 7 8 9 0
DEL SPACE END

DIRT TRACKS

Enter the passwords instead of a proper rider name.

WCW MAYHEM

MORE CODES

Just after we'd completed our *WCW Mayhem* guide this issue, we discovered some extra codes.

HALLOWEEN HAVOC PAY-PER-VIEW

Enter tdApKrmZ~yL as a Pay-Per-View password, to open up the special Halloween Havoc event. This includes several special matches, including DDP vs Ric Flair, Bret Hart vs Lex Luger, and Sting vs Hulk Hogan for the world title.

THURSDAY THUNDER PAY-PER-VIEW

Enter the PLYHONGYS Pay-Per-View password on the top line and press X. On the second line, enter MSKDLTRY and press X. Thursday Thunder matches will be unlocked. These include Ernest Miller vs Bobby Eaton, K-Dogg vs two wrestlers in a three-way slugfest, and many more.

TRANSFORMED WRESTLER

Enter NGGDYNLN as a Pay-Per-View password. This will unlock Jobber Kidman, Jobber Alex Wright, Kid Wrath, and Kid Stevie Ray.



You wouldn't hit a guy with glasses, would you!

OUT NOW

PLAYSTATION PLATINUM SSS



For classic games, check out PlayStation Platinum SSS (ISBN 1-84179-021-4). Priced £9.99, this 212-page book is available from newsagents and bookshops. It's packed with guides for *Resident Evil 2*, *Tekken 3*, *Gran Turismo*, *Soul Blade*, *Croc*, *Grand Theft Auto*, *Crash Bandicoot* and loads more.

SEND IN YOUR CHEATS

The best readers' tips printed each month in CNN earn their senders an *Xplorer FX* cheat cartridge, so please keep writing in with your cheats, codes and secrets. However, before sending them, please do check that they work, and whether we've already got them in our Databurst section - you wouldn't believe the number of letters we get with old cheats that we printed months ago!

RUNNING WILD

HOT TO TROT

CHEAT CODES

Select the secret options screen and input the following passwords...

Activate Lunarr ⬇, ⬇, L1, ⬆, □, R2
Activate Blizzaro ⬆, ⬇, L1, ○, ○, R1, R2, L1.
Activate Kostra ⬆, ⬆, □, L2, R2, L2, R2, ⬇.
Activate Pyro ⬆, ⬇, ○, ⬇, L2, ⬇, R1, L2
Activate Rex L2, R2, R1, ⬆, □, R2
Activate Tox ○, ⬆, □, ○, □, R1, L1

Access Medium Difficulty

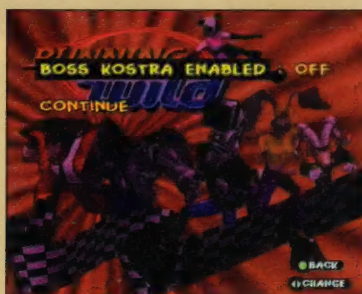
Go to the difficulty selection screen and press ⬆, □, R1, L2, L2, ⬆.

Access Hard Difficulty

Go to the difficulty selection screen and press L2, ⬇, L1, R1.

Access Expert Difficulty

Go to the difficulty selection screen and press □, ⬇, L2, ⬇, ○, L2



Go to the secret options screen.



Input the cheats to activate the funky racers.

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QUESTIONS & ANSWERS

QUESTIONS & Answers

STUCK IN A RUT?

Can't get past that end-of-level boss? If you've got a **problem** on any PlayStation game, we're here to help you. Send your gaming questions to: **Q&A, PowerStation, Paragon House, St Peter's Road, Bournemouth BH1 2JS.** Please note that we can only print answers in the magazine and not send personal replies.

DEATHTRAP DUNGEON

Q...from Samuel Barber, Norwich
I'm having a bit of trouble with the game. I can't seem to get invincibility.

A We take it you've tried that dodgy invincibility code that's been printed in certain other magazines (spit!) Well, we can confirm that it definitely doesn't work – Eidos has told us that there is no such cheat in the game, only the level select.

DRIVER

Q...from YS, Peterborough
I have all the cheats on *Driver* and all the tips, but I still can't do the reverse 180° in the car park. My mates find it hard, too. I would be grateful if you could tell me, because you are number one.

A Just for you, here's the full guide to completing the car park test...

Start by accelerating towards the opposite end. Before you reach the wall, execute a *handbrake* turn with your car spinning 180°. This will cross off these two as well as the *speed* test. Accelerate using the *burnout* button towards the centre of the garage, then release the burnout button and accelerate whilst turning hard to the right/left until your car spins around 360°. Race around the outside of the garage pillars to complete a lap, then turn into the next pillar and start your

slalom test. As you complete the slalom, race towards the other side of the garage – braking hard (*brake test*) before you hit the wall. Now switch to the reverse camera view and reverse back the way you came, then turn hard and release the accelerator to finish the test with the *reverse 180°*.

DUKE NUKEM 3D

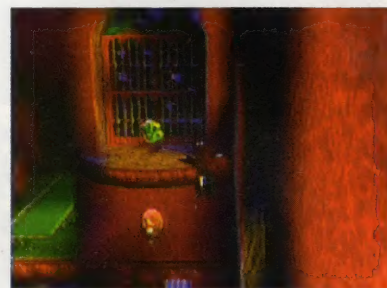
Q...from Jamie Brett, West Midlands
I am finding it hard and I can't get past level 2. My friends say that there are cheats for *Duke Nukem 3D*, but they don't know what they are. Please can you help me with my problem?

A Sorry Jamie, but your friends are wrong – they must be thinking of the sequel, *Time To Kill*. There are no working cheats for the original *Duke Nukem 3D*.

GEX: DEEP COVER GECKO

Q...from Natalie Rogers, Swindon
In the Clueless level, on two high ledges I can see a Paw Coin and a B-Coin. How do I get up there?

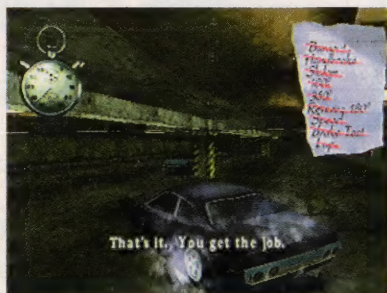
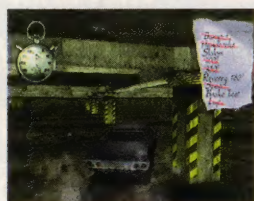
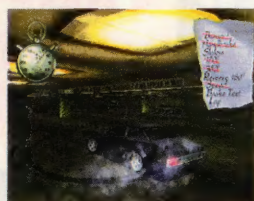
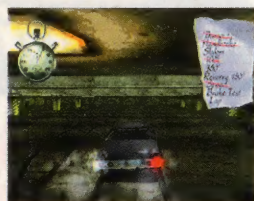
A We take it you mean the Clueless room (level entrance) in Mission Control – we've answered this one before... If you stand under the crocodile and look (hold Δ) at the vampire picture, Gex will turn into a vampire. However, even with his



floating ability, reaching those high balconies isn't easy. You have to tail-bounce up to the vampire picture and tail-bounce off it (keep trying) for extra height, then quickly hold R2 to float down to the balcony with the Paw. From here you can tail-bounce and float to the other balcony with the B-Coin.

METAL GEAR SOLID

Q...from James Sly, Buckingham
After playing the game a week, I can't get any further than the B2 Armoury. I have been told by several people that you



QUESTIONS & ANSWERS

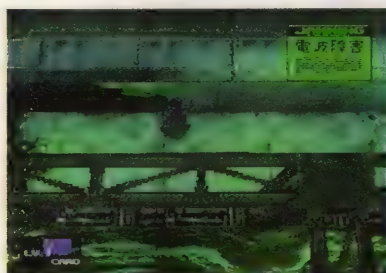
Q&A



▲ Use C4 to blow a hole in the weak wall.



▲ The Medicine is found in this room.



▲ Another section of weak wall to blow up.

have to use a C4 to blow up a weak spot somewhere. Please could you tell me where it is?

A To discover what a weak wall section looks like, there's one either side of the elevator. Using the C4, place it against the weak section, stand back, and then blow a hole in the wall. You'll find a Stun Grenade x3 and a Chaff Grenade x3 in the west section; the east section contains two Socom/Bullet x12 and a C4 x2 (which replaces the two you've just used).

Now that you know a weak wall when you see one, you'll find the exit out of this area in the southwest corner. Blow the wall, then head through the gap. There are two more weak spots to take care of: one on the left wall (on Snake's left as you walk down, that is!) towards the bottom; the second on the far wall towards the left (if you place the C4 on the wall directly opposite your makeshift entrance into this corridor, you'll blow a hole into a secret room containing the camera). The final explosion will take you through to President Baker, and the first boss... Revolver Ocelot.



Q ...from Robert Shuker, Newtown, Powys

I have caught a cold and I have heard that you can get medicine to cure it. Can you please tell me it is, as I can't complete the game without it?

A Yes, try asking for Beechams in your local Boots... oh right, in the game! You find the Medicine when you revisit the Nuke Building (Level B1) after the torture session. Go into the south room (opposite the elevator). Enter the middle room on the west side of it. In here you will find the Medicine. Collect it, then continue through to the Commander's Room (where you fought Psycho Mantis) and on into the Caves.

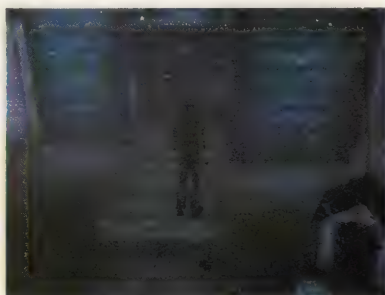
SILENT HILL

Q ...from Eleanna Kapolla, Greece

I have finished the game in Easy mode Normal mode. But how do I get to the Katana? I have searched the whole house (with the doghouse outside) and I haven't found the key for the room containing the Katana. Do I have to finish the Hard mode?

A To unlock the Katana, you have to complete the game with the Bad+ ending and a Gold rating for saves - ie 2 or less. The Katana will then be shown on the final stats screen.

Now start a Next Fear mode game, enter the house on Bachman Street (using the key from the doghouse, as normal), and you'll find the Katana behind the door on the side of the hall (that was locked previously). For everyone one else asking about the



RESIDENT EVIL

Q ...from Angelo Lattuca, Bedford

I'm playing as Chris and I am stuck on the part where you have to mix the chemicals to make V-Jolt. Every time I click on something, it says "It's useless, Chris can't mix chemicals." So what do I have to do?

A All you're playing as Chris, the sequence of events means that you need Rebecca to prepare the V-Jolt concoction. Before you meet Plant 42, go to the door with the electronic keypad inside the Beehive Passage. Now mess around with the button sequence - the aim being to light up all of the lights. Enter the Drug Storehouse and look around before exiting again.

Now when you're confronted by Plant 42, you'll automatically throw the V-Jolt report to Rebecca, whom you'll then have control of to make the potion. Go back to the Drug Storehouse, pick up the four empty bottles, and get ready for a crash course in chemistry.

The key to the ingredients is as follows:

Water (from the sink) - No. 1

UMB (from shelves across from sink) - No. 2

UMB No. 4 (from shelves on far side of room) - No. 4

Fill a bottle with 1, fill a bottle with 2 and mix the two together to make 3. Fill a bottle with 4 and mix with 3 to make 7. Now fill a bottle with 2 and then fill another with 4; mix them and add to the 7 to make 13. Fill a bottle with 1 and another bottle with 2 and mix together to make 3. Finally, mix 13 and 3 together and you'll have the V-Jolt. Now go down to the basement and into the Security room where the roots are to be seen poking through the ceiling. Use the V-Jolt on the roots to make them wither.

As Rebecca leaves the room, Plant 42 throws Chris to the ground and you're back in control to finish the meddlesome plant off.



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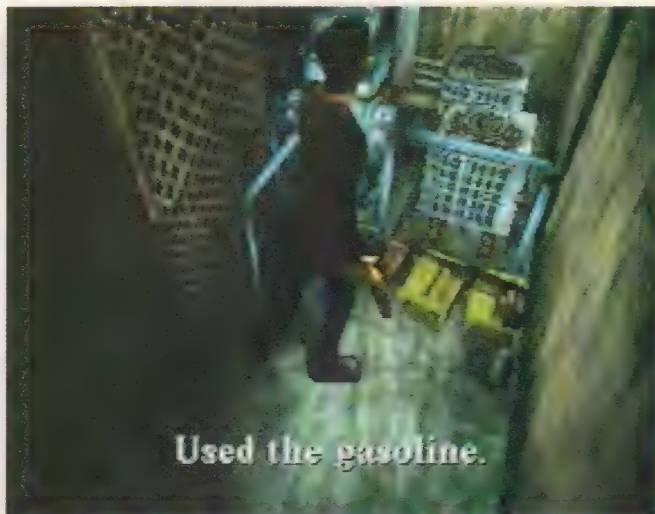
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QUESTIONS & ANSWERS



secret items, endings, and ratings, here's a brief guide...

SECRET ITEMS

Here's how to unlock them and where to find them (in Next Fear mode).

GASOLINE

Unlock: Complete Easy mode; Gold Rating for Items & Continue.

Find: Inside the Gas Station.

Notes: Use it to power either the Chainsaw or Rock Drill.

CHAINSAW

Unlock: Appears with Gasoline.

Find: In Cut-Rite broken window display (need Gasoline first time).

Notes: Power it up with the Gasoline.

ROCK DRILL

Unlock: Appears with Gasoline.

Find: Storeroom beneath Bridge-Control Room (need Gasoline first time).

Notes: Power it up with the Gasoline.

CHANNELLING STONE

Unlock: Get Good+ ending; Gold rating for Items & Continue.

Find: Super 8 Mini-Mart.

Notes: Use it to summon the aliens.

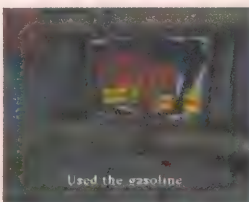
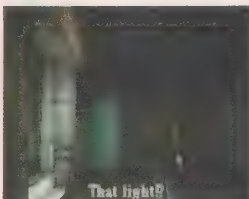
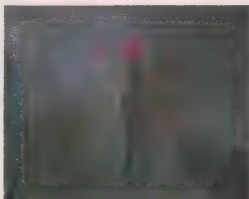
HYPER BLASTER

Unlock: Get UFO ending.

Find: In your inventory when you start game.

KATANA

Unlock: Get Bad+ ending; Gold rating for Saves.



WWF WARZONE

Q...from Jack Nevin, London

Please tell me what the special moves are for the following characters: Ahmed Johnson, Faarooq, Owen Hart, Bret Hart, HHH, Shawn Michaels, Stone Cold Steve Austin?

A Go on then, but we've only got room for their finishers (for the full WWF Warzone guide, check out PowerStation #27).

AHMED JOHNSON

Both Standing

⬅, ➡, ⬆, ⬇, ⬅ + X or ➡, ⬆, ⬇, ⬅ + X Pearl River Plunge

FAAROOQ

Both Standing

⬅, ⬆, ⬇, ⬅ + X The Dominator

DWEN & BRET HART

Standing At Feet Of Fallen Opponent

⬅, ⬆, ⬇, ⬅ + X or ➡, ⬆, ⬇, ⬅ + X The Sharpshooter

HHH

Both Standing

⬅, ⬆, ⬇, ⬅ + X or ➡, ⬆, ⬇, ⬅ + X The Pedigree

SHAWN MICHAELS

Both Standing

⬅, ⬆, ⬇, ⬅ + X or ➡, ⬆, ⬇, ⬅ + X Sweet Chin Music

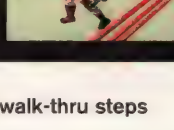
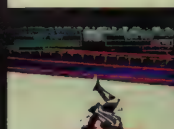
STEVE AUSTIN

Both Standing

⬅, ⬆, ⬇, ⬅ + X or ➡, ⬆, ⬇, ⬅ + X Stone Cold Stunner (With Setup Kick)

Tied Up

⬅, ⬆, ⬇, ⬅ + X or ➡, ⬆, ⬇, ⬅ + X Stone Cold Stunner (Without Setup Kick)



Find: In locked room of Bachman Street house with doghouse.

ENDINGS

There are five endings in *Silent Hill*; four regular and one special. These are the steps you have to take (or ignore) in order to view them (numbers refer to steps in our #38/39 solution):

BAD:

Dr Kaufmann - Ignore walk-thru steps 167 to (and including) 182.

Kill Cybil - Ignore walk-thru steps 197 to (and including) 199.

BAD+:

Dr Kaufmann - Ignore walk-thru steps 167 to (and including) 182.

Save Cybil - Do all walk-thru steps involving Cybil.

GOOD:

Dr Kaufmann - Do all walk-thru steps involving Cybil.

Kill Cybil - Ignore walk-thru steps 197 to (and including) 199.

GOOD+:

Dr Kaufmann - Do all walk-thru steps involving Cybil.

Save Cybil - Do all walk-thru steps involving Cybil.

UFO:

Channelling Stone - Do all five walk-thru steps: 60, 150, 178, 186, and 190.

GOLD RATINGS

Here's how to get a Gold rating for each element on the final stats screen:

Game Clear: 5 or more

Ending: Good+

Saves: 2 or less

Continues: 1 or less

Total time: 1hr 30min or less

Items: 150 or more

SOUL REAVER

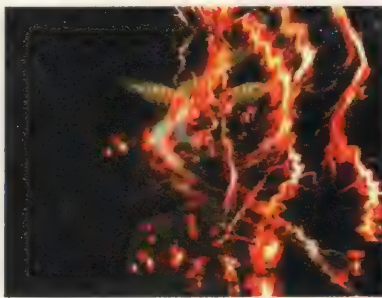
Q...from Jim Donoghue, Co Tipperary

Two parts of the brilliant *Soul Reaver* appear to be missing in the game!

1. Where's Turl and the Turelim vampires (p27 of manual)?

2. Where's the Shift Glyph (p22 of manual)?

Are these bonuses, and if so, how do you get them?



QUESTIONS & ANSWERS

Q&A



- A** 1. Apparently, these are the strange big-eared baddies near the end of the game.
2. You already have it at the start of the game: it enables you to shift between the spectral and material realms.

WWF ATTITUDE

- Q** ...from Chris Barrett, Blackpool
- How do you call in your run-in partner to help you during a match? Also, in Tag Team mode, how do you do double-team

moves on your opponent? The CPU seems able to do both, but I can't do any – it's not fair!

PS. All hail Mouthy Mark and his pearls of wisdom and that's the bottom line 'coz Mouthy Mark said so!

A To call in your run-in partner for help, when your energy is on red and your opponent's on green, press and hold L1 + L2 + R1 + R2 + Select.

In Tag Team mode, press R1 + X to call in your partner, then try out these

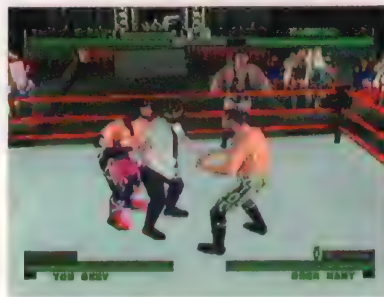


double-team moves (thanks to Dave Vernon of Derby)...

Wishbone Leg Splitter: Opponent dazed on floor – stand by feet and press repeatedly together.

Double Powerbomb: The Acolytes' finisher! Opponent dazed standing – one player stand behind, the other in front and press repeatedly.

Double Hanging Vertical Suplex: Opponent dazed – both players stand in front and repeatedly press together.



TOP TEN

MOST WANTED

Every month we answer the top ten **most-asked** questions from readers.

1. SOUL REAVER

Your #39 guide said that in the Bell Tower, you should use the Soul Reaver projectile attack to shoot off the five blocks stacked on top of each other. But this doesn't work – how can I separate the blocks?

We apologise for the mistake. Instead you need to push the stack over to the low ledge, then climb onto the latter and push the blocks off repeatedly until you have separated them. You can then put the blocks into the right holes to open the second switch in the Organ Room.

2. SILENT HILL

In your issue #38 walk-thru, point 77, it says to enter the back garden through the gate, proceeding into the house. Well I have tried this, but the door was locked. How do you open it?

You need the K Gordon Key from the Boiler Room, after defeating the Lizard. Points 71–74 should have read:

71. After a few shots the beast will die and you'll be back in the Boiler Room.

72. Pick up the K Gordon Key, then proceed up to the 1st floor.

73. When you reach the 1st floor there will be a short scene.

74. Now head towards the lobby and exit the Elementary School.

3. SOUL REAVER

At the end of the Bell Tower, when you step on the pressure plate to open the door by the first bell, I run for it but it always closes before I can get through. How can I make it in time?

There is a simple trick to this: once you've stepped on the pressure plate, shift to the Spectral plane to freeze time! You can then easily get through the door before it shuts.

4. METAL GEAR SOLID

Are there any cheats to help me complete the game? How do I survive Ocelot's torture session and is it essential for completing the game?

No, there are NO cheats – only codes for Action Replay and Fire Explorer cartridges. To avoid submitting to the torture, you simply have to hammer the button rapidly until the blue bar reaches zero (or find a turbo-fire joypad that works). Although you can submit and still complete the game, you'll get a different ending – and be awarded the Stealth Suit instead of the Bandana.

5. FINAL FANTASY VII

How do I defeat the Emerald and Ruby Weapons?

A. To do this, you need the Final Attack Materia. To get this, go to the Battle Square and get 64,000 points so you get the eight harder battles. Complete these and you get a new set of gifts, including the Final Attack Materia.

6. BROKEN SWORD

How do I get past the goat in the castle?

A. Everyone gets stuck on this. Approach the goat to the right of the trough (by left-clicking on the ladder). As soon as the goat knocks you over, click on the

ploughshare on the far left. When the goat is trapped, go to the ladder and enter the excavation.

7. FINAL FANTASY VII

How do you get the Guidebook, Desert Rose, and Earth Harp for the Kalm Traveller?

The Guidebook is in the tunnel leading to the sub pens, below the Underwater Reactor. To get it you have to encounter a creature called the Ghost Ship. Knock off most of his energy, then finish him off with the Morph Materia to turn him into the Guidebook. Take it to the Traveller to get the Underwater Materia. The latter is needed to eliminate the 20 second timer when fighting the underwater Emerald Weapon: defeat it to get the Earth Harp. Give this to the Traveller in exchange for the three Master Materias (Summon, Magic, and Command). Once you've defeated the Ultimate Weapon, you can battle the Ruby Weapon near the Gold Saucer. Defeat this to obtain the Desert Rose, then take the latter to the Traveller to exchange for a Gold Chocobo.

8. TOMB RAIDER III

On the Crash Site level, after helping the soldiers kill the raptors, how do I get across the water? The bridge collapses and I'm soon eaten by the piranhas.

You have to feed them first... Climb up the rocks/ladder at the back and jump via slope to tree branch. Shoot/avoid raptor, then turn around and jump to grab the slope and shimmy right to pull up. Jump via corner block to next

branch. Grab Save Crystal, shoot another raptor, and shoot the dangling dinosaur to drop it into the water. Too busy eating their meal, the piranhas will bother you no more, so you can pull the underwater lever and swim to the other side.

9. MEDIEVAL

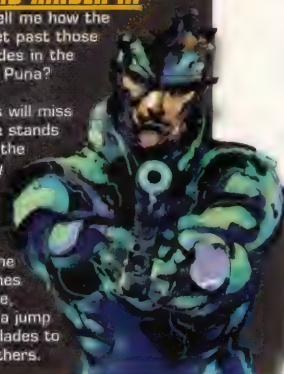
In the Asylum Grounds, how do I solve Jack's second riddle?

Go back into the maze and head left, then left above the steps. Grab the Silver Shield from the chest and follow the path round to find five sad masks which you have to turn so their laughing sides face the topiary clown. It's not easy, as hitting one will usually affect another: get them all one turn from happy, then quickly hit the top right, bottom left, top left, bottom right, top middle masks to make the clown laugh.

10. TOMB RAIDER III

Can you tell me how the heck to get past those rolling blades in the Temple Of Puna?

The blades will miss Lara if she stands slightly to the side of any switch. She can thus take her time and flick the two switches on one side, then time a jump over the blades to flick the others.



JUST SAY DOH!

Among the questions we receive every month are some daft ones, usually written in felt-tip pen...

I have been playing *Bugriders* and got onto a level, but can't do it. Can you help me?

Doh! It'd help if you told us which level.

HARD COPY LETTERS

THE DUTCH DESTROYER

Dear PowerStation

You made a couple of mistakes in issue #39.

Page 008: Is Goldberg in *WWF Warzone*? Now he is WCW.

Page 040: The Undertaker has the face of Bradshaw, shame on you!

Page 091: WCW figures for a WWF competition?

Believe me, WWF and WCW fans are



▲ Jannes Huizing flexes his wrestling muscles.



TOP TIPS

THANKS TO ALL THE READERS WHO SENT IN EXTRA GAME TIPS THEY'VE DISCOVERED...

SUPER HYPER

I have a tip about *Silent Hill*. You know that rubbish Hyper Blaster that you get after you complete the game with the UFO ending? Well, I found a way to power it up. I managed to get it by completing the game with the endings in the following order: Good+, UFO, Good, Bad, Bad+, and then Good+ again. When I saved it after getting the second Good+ ending, under where it shows your game time (in the save/load screen) it said 'Hyper Blaster power up' with a yellow bar through it. Now when you next use that Next Fear file, your Hyper Blaster will be powered up and have a yellow beam instead of a red one. However, it only powers it up to be between the power of the Handgun and the Shotgun. When I completed it again, it didn't power up any more; and worst of all, I lost the power-up that I had! It didn't matter how many more times I completed it, I couldn't get it back, so I just started again from the beginning.



This tip does work as I have managed to get the power-up twice, and I was wondering if you could tell me how to power up the Hyper Blaster more, as I want it to be the best weapon there is in *Silent Hill*. Richard Winfield, email

Does anyone else know?

WRESTLE WITH THIS

I have discovered some secret tag team moves in *WWF Attitude*. These must be done with another human as your partner:
Wishbone Leg Splitter: Opponent dazed on floor – stand by feet and press ○ repeatedly together.
Double Powerbomb: The Acolytes' finisher! Opponent dazed standing – one player stand behind, the other in front and press ○ repeatedly.
Double Hanging Vertical Suplex: Opponent dazed – both players stand in front and repeatedly press ○ together.
Call Your Tag Partner In: In a tag match press R1 and X together.
Run In Partner: When your energy is on red and your opponent's on green, press and hold L1 + L2 + R1 + R2 + Select.
Hope that helps any strugglers. Dave Vernon, Derby

SOLID SUIT

The Ninja Suit in *Metal Gear Solid*: this is how to get it... Complete the game (I did it on Medium difficulty

not very fond of such mistakes. But I'm an all-rounder so it's not the worst thing. Jannes Huizing, The Netherlands

We know, we know... We couldn't get any WWF figures for a competition – and the WCW ones from Playmates were so good.

METAL MIX-UP

Dear PowerStation

I saw a letter in *Hard Copy* and it said that you don't need *Metal Gear Solid* to play the *Special Missions*. Well, I got a press release from Konami and it said that you do need to have *Metal Gear Solid* to play the *Special Missions* add-on disc. Tomás Dunleavy, Co Mayo, Ireland

In fact, someone asked (in issue #39) if you need the original game to play *Metal Gear Solid Integral* – and our answer was correct. MGS Integral is a Japanese-only package comprising the original game, first-person mode, and the special missions. Whereas

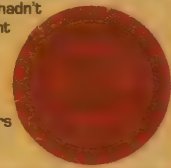
Special Missions contains just the special missions – and hence does require the original game to play. I hope that clears up any confusion.

MING OF THE MONTH!

SEAL OF QUALITY

This month's Ming has to be the guy who sent us a 'press release' for his newly created AISP – the Association of Independent Software Publishers – which he claimed was "already working with many of the UKs [sic] leading developers and software publishers, monitoring there [sic] quality control procedures [sic] to ensure their new releases meet the association[s] high standards." Unfortunately, no names were mentioned and none of the publishers we spoke to had ever heard of the AISP.

Full marks for effort though: the letter came with some nice red and gold 'Seal Of Quality' stickers which were apparently going to be stuck on those games passing the AISP's "vigorous quality control procedures" this Christmas. If only his grammar and spelling hadn't been so appalling, we might have taken it seriously. Anyway, if you see some strange geezer in your local software shop, furtively placing red stickers on the game boxes, you'll know who it is!



MOUTH OFF?

VOTE FOR/ AGAINST MOUTHY MARK

Will he stay or will he go? Find out the result of our Mouthy Mark poll in next month's *Hard Copy*.



enter the cheat.
Daniel Phillips, Exeter

Thanks, but this method doesn't always work, so sometimes you have to reset.



but I think you can do it on Easy), getting both the Stealth Suit and the Bandana. You will then get the Tuxedo (as you must know). Complete the game in the Tuxedo and load up the game save given to you. In the lift, you'll be wearing the Ninja Suit. But here's the catch: for all three preliminary games, you must only use one save file (just keep overwriting it). Patrick Scott, Bromyard

We haven't tested this yet, but we're ready to eat our words.

AUTO AIM

On *Metal Gear Solid*, you can get an auto-aim FA-MAS rifle. First, you need to complete the game on any level and survive the Revolver Ocelot's torture, so you get the Bandana. Now start the game again. When you get the FA-MAS, shoot all your ammo until you get to the red bullets, then equip the Bandana and you'll get unlimited tracer bullets. Now you don't have to aim – the gun aims for you! AN Other, Anonyville

NO RESET

I have found that when playing *C&C: Retaliation*, if you enter a wrong team symbol when entering a cheat, there is no need to reset the computer – simply select a non-highlighted box on the side bar and press X a couple of times, then re-



WINNER TAKES ALL COMPETITION WINNERS

XPLORER (#39)

5x Scorpion light gun:
Harold H Good, Glasgow
J Warnock, Co Down
Mrs R Atkinson,
Scarborough
Kevin Newton, Kings Lynn
Eliot Russell, London

ACTION REPLAY (#39)

1x Action Replay
Professional:
Wayne Roberts
'By-The-Way'
Chilsworthy
Gunnislake
Cornwall
PL18 9PB

ADIDAS (#39)

5x adidas sports watch:
Steve Adams, Birmingham
John Bannister, Kent
Ricky McGowan, West
Lothian
Robin Grant, Leics
Craig Nagle, Moray

KONAMI (#39)

3x *Silent Hill* + *Legend Of Karta*:
Geoff Redburn, Christchurch
Rhys Smith-Allen, Essex
Ryan Lamb, Braintree

CROC 2 (#39)

1x *Croc 2* game + goodie bag
(lunchbox, T-shirt, yoyo,
Frisbee):
Colin Kelly, Glasgow

5X GOODIE BAG:

Adam Martin, Sheerness
Mark Best, Wigan
Stuart Webster, Edinburgh
Michael Dawson, Cumbria
Mark Conbay, Grantham

FA PREMIER LEAGUE

STARS (#39)

10x FA Premier League STARS:
Jordan Smith, Nottingham
Mrs J Miller, Barnsley
Lee Hodgson, Manchester
John McLoughlin, Glasgow
Gavin Kerr, Stranraer
David Hutton, Belfast
Vishal Patel, Wembley
David Waters, Rayleigh
Daniel Arnel, Isle Of Man
Thomas Shadbolt, Carmes

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THE LATEST AND GREATEST ACTION REPLAY CODES CODES

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A BUG'S LIFE

Always Spell FLIK
800A6642 000F
Always Have 50 Grains Of Corn
800A6640 3200
Unlimited Health
800A6634 0004
800B0232 0004
CARMAGEDDON
Unlimited Time
80076DE8 1000
Player 1 Invincible
300D41FA 0000
Player 2 Invincible
300D3596 0000
Lots Of Money Player 1
(Press L2)

D4000000 0001
80076DEC FFFF
D4000000 0001
80076DEE 00FF
D4000000 0001
80078480 FFFF
D4000000 0001
80078482 00FF
Win Race (Press R2)
D4000000 0002
800C0688 0000
All Cars (Press L2 + R2)
D4000000 0003
50000F02 0000
80078484 0101

QUAKE II

Infinite Health
800583FA 3C00
Infinite Ammo
8004C23E 3C00
8004C4FE 3C00
8004C7BE 3C00
8004A7CE 3C00
8004CB1A 3C00
8004D2C6 3C00
All Secrets Found In Stats
Screen
C20B29F8 0001
800B29FC 0000
All Enemies Killed In Stats
Screen
C20B29E4 0001
800B29E8 0000
Moon Jump
E00D6501 0080
8004602A 3C00
E10D6501 0080
8004602A A603
Infinite Armour
800C7C80 0064
Have All Weapons
800C7CC8 00FF

SHADOW MAN

Have Infinite Bullets
800C2100 0063
Have Nettie's File
D00BCD30 0000
800BCD30 0003
Have The Prophecy
D00BCD34 0000
800BCD34 0003
Have Jack's Journal
D00BCD38 0000
800BCD38 0003
Have Book Of Shadows
D00BCD3C 0000

800BCD3C 0003
Have Teddy Bear
D00BCD40 0000
800BCD40 0003
Have Accumulator
D00BCD44 0000
800BCD44 0003
Have Ensigne
D00BCD48 0000
800BCD48 0003
Have Asson
D00BCD4C 0000
800BCD4C 0003
Have 0.9-SMG
D00BCD50 0000
800BCD50 0003

Have Flashlight
D00BCD54 0000
800BCD54 0003
Have Engineer's Key
D00BCD58 0000
800BCD58 0003
Have Flambeau
D00BCD5C 0000
800BCD5C 0003
Have Pistol
D00BCD60 0000
800BCD60 0003

Have Shotgun
D00BCD64 0000
800BCD64 0003
Have Keypad
D00BCD6A 0000
800BCD6A 0003
Have Violator
D00BCD6C 0000
800BCD6C 0003
Have Marteau
D00BCD70 0000
800BCD70 0003

Have Baton
D00BCD74 0000
800BCD74 0003
Have MP-909
D00BCD78 0000
800BCD78 0003
Have 2nd Shotgun
D00BCD7C 0000
800BCD7C 0003

Have Retractor
D00BCD80 0000
800BCD80 0003
Have Spare (Green)
D00BCD84 0000
800BCD84 0003
Have Calabash
D00BCD88 0000
800BCD88 0003

Have Spare (Purple)
D00BCD8C 0000
800BCD8C 0003
Have Spare (Green)
D00BCD90 0000
800BCD90 0003

Have Prism (D)
D00BCD94 0000
800BCD94 0003
Have L'Eclipsar : La Lune
D00BCD98 0000
800BCD98 0003
Have L'Eclipsar : Le Soleil
D00BCD9C 0000
800BCD9C 0003
Have L'Eclipsar : La Lame
D00BCDA0 0000
800BCDA0 0003
Have Cadeaux (O)

D00BCDA4 0000
800BCDA4 0003
Infinite Health
800C20E0 FFFF
Infinite Voodoo Power
800C20F0 FFFF
Have Full Shadow Power
800C20E8 2710
Have 9999 Cadeaux
800BCDC6 03E7
800C20FC 03E7
Have Infinite Shotgun Shells
800C20F4 000C
Have Infinite Violator Ammo
800C20F8 0063

SILENT HILL

Infinite Health
Note: If starting a new game, use this code when you wake up in the café.
800B96AE 0006
Infinite Ammo & No Reloads
800B95F8 0063
Have All Weapons
Note: Turn this code on when you have passed the start, save the game, then turn the code off.
800BC098 0180
800BC09C 0181
800BC0A0 0182
800BC0A4 0184
800BC0A8 0185
800BC0AC 0186
800BC0B0 0187
800BC0B4 FFA0
800BC0B8 FFA1
800BC0BC FFA2
800BC0C0 FFA3

Always Finish With 1 Save
800BC0CA 0000
Always Finish Game With Time Set To 0
800BC274 0000
800BC276 0000
Slide & Glide Mode
800B9722 3800

STAR WARS:

PHANTOM MENACE

Infinite Health
800B868C 0063
Note: You can still die from falling too far.
Always Full Force Power
800B8498 1000
Legs Don't Work
800B8CDA 0020
Rise Onto Platform
D4000000 0004
100B83A0 0045
D4000000 0004
100B83A8 0045
Note: Press L1 under a platform to rise up onto it.
Have Naboo Blaster + Infinite Ammo
800B86C8 0063
Have Flash Grenade + Infinite Ammo
800B86B8 0063
Have Light Repeating Blaster + Infinite Ammo

800B86A8 0063
Have Blaster + Infinite Ammo
800B86A4 0063
Have Proton Missile Launcher + Infinite Ammo
800B86AC 0063
Have Thermal Detonator + Infinite Ammo
800B86B0 0063
Have Gungan Energy Ball + Infinite Ammo
800B86B4 0063
Have Droid Stunner
800B86C0 0001
Have R-65 Heavy Blaster + Infinite Ammo
800B86C4 0063
Qui-Gon Jinn: Infinite Health
800B86D8 0064

Captain Panaka: Have Weapons + Infinite Ammo
800B8740 01F4
800B8760 0048
800B875C 0064
Queen Amidala: Infinite Health
800B8770 0064

SYNPHON FILTER

Have All Weapons
80116C20 FFFF
80116C22 FAFB
Infinite Ammo Weapons
8012FC5E 0063
8012FC76 0063
8012FC7E 0063
8012FC8E 0063
8012FCA6 0063
8012FC8E 0063
8012FC86 0063
8012FC9E 0063
8012FC7A 0063
8012FC72 0063
8012FC78 0063
8012FC8A 0063
8012FC9A 0063

Open All Levels
80146E16 0B14
MAX HEALTH CODES:
Note: Use only one of the codes below at a time. These codes will occasionally fail to work.
Max Health Georgia
801A8A52 0258
Max Health Destroyed Subway
801A2EE2 0258
Max Health Main Subway Line
801C7342 0258
Max Health Washington Park
801A4A4E 0258
Max Health Freedom Memorial
801C048E 0258
Max Health Expo Centre Reception
801AC26E 0258
Max Health Expo Centre Binorama
801A9FCA 0258

Max Health Rhoemer's Base
E01A98E7 0002
801A98E7 0258
801A93DE 0258
Max Health Base Bunker
801B3BDA 0258
Max Health Base Tower
801C5A52 0258
Max Health Base Escape
801AE0E6 0258
Max Health Rhoemer's Stronghold
801AD4D2 0258
Max Health Catacombs
801AD046 0258
Max Health Pharcom Warehouse
801AADA6 0258
Max Health Pharcom Elite Guards
801A3E1A 0258
Max Health Stronghold Lower Level
801AB182 0258
801AAA16 0258
Max Health Warehouse 76
E21B744F 0002
801B744E 0258
Max Health Silo Access Tunnels
801A23BA 0258
Max Health Tunnel Blackout
801B0B16 0258
Max Health Missile Silo
801AD686 0258
Stop Clock Countdown
80117290 0258

TONY HAWK'S SKATEBOARDING

TONY HAWK:
Have 99 Tapes
300A69A8 0063
Open All Levels
50000502 0000
800A69AA FFFF
SPECIAL In Warehouse
801F28E8 02EE
SPECIAL In School
801EE97C 02EE
SPECIAL In Mall
801EBC94 02EE
SPECIAL In Contest 1
801F4254 02EE
SPECIAL In Downtown 1
801E9748 02EE
SPECIAL In Downhill
801EE9F8 02EE

BOB BURNQUIST:

Have 99 Tapes
300A69B6 0063
Open All Levels
50000502 0000
800A69B8 FFFF
GEOFF ROWLEY:
Have 99 Tapes
300A69C4 00063
Open All Levels
50000502 0000
800A69C6 FFFF
BUCKY LASEK:
Have 99 Tapes
300A69D2 0063
Open All Levels
50000502 0000
800A69D4 FFFF
CHAD MUSKA:
Have 99 Tapes
300A69E0 0063
Open All Levels
50000502 0000
800A69E2 FFFF
KAREEM CAMPBELL:
Have 99 Tapes
300A69FF 0063
Open All Levels
50000502 0000
800A69F0 FFFF
ANDREW REYNOLDS:
Have 99 Tapes
300A6A0C 0063
Open All Levels
50000502 0000
800A6A0E FFFF
RUNE GLIFBERG:
Have 99 Tapes
300A6A1A 0063
Open All Levels
50000502 0000
800A6A1C FFFF
JAMIE THOMAS:
Have 99 Tapes
300A6A28 0063
Open All Levels
50000502 0000
800A6A2A FFFF
ELISSA STREAMER:
Have 99 Tapes
300A6A36 0063
Open All Levels
50000502 0000
800A6A38 FFFF
OFFICER DICK:
Have 99 Tapes
300A6A44 0063
Open All Levels
50000502 0000
800A6A46 FFFF

WIN AN ACTION REPLAY PROFESSIONAL!

You could win one of Datel's new Action Replay Professional cartridges, enabling you to create your own cheat codes! To enter, just tell us the subtitle of the new Spyro 2 game: a) Gateway To Glimmer, b) Gateway To Hell, or c) Gateway Supermarkets? Send your answer to: Replay #42 Comp, PowerStation, Paragon House, St Peter's Road, Bournemouth BH1 2JS. Closing date: 23 December '99. Usual competition rules apply.



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4. Send the photos/video with a piece of paper detailing the scores (and your name and address!) to: High-Scoring Heroes, PowerStation, Paragon House, St Peter's Road, Bournemouth BH1 2JS.
5. Include an SAE (of adequate postage and size!) if you want your photos/video back.

PLAYER OF THE MONTH



For his utter obliteration of the *Driver* scores, this month's steering wheel winner is **Dean Newcombe**. Well done, Dean! We also thought your Roger Moore impression was pretty good.



Achieved an incredible **score** or **time**? Then send us a photo or video (but no memory cards). The **player of the month** wins a Jordan Racing Wheel.

F1 '97

MARTYN REMAINS THE DOMINANT FORCE, ON THIS BOARD. THOUGH, A SOLITARY TIME FROM DEAN NEWCOMBE MANAGED TO WEAKEN HIS HOLD SLIGHTLY.

CIRCUIT BREAKER
MARTYN LIGHT

LAP TIMES:

AUSTRALIA (MELBOURNE)	
1:02:189.....ANDY (F1 '97 God) ECCLESTONE, GRIMSBY	
BRAZIL (INTERLAGOS)	
0:53:130.....MARTYN LIGHT, BODMIN, CORNWALL	
ARGENTINA (BUENOS AIRES)	
0:57:025.....MARTYN LIGHT, BODMIN, CORNWALL	
SAN MARINO (IMOLA)	
1:04:852.....MARTYN LIGHT, BODMIN, CORNWALL	
MONACO (MONTE CARLO)	
1:04:023.....DANIEL HEAVEN, NEWBURY, BERKSHIRE	
SPAIN (BARCELONA)	
1:00:456.....TOM TURNER, BIRMINGHAM	
CANADA (MONTREAL)	
1:04:597.....MARTYN LIGHT, BODMIN, CORNWALL	
FRANCE (MAGNY-COURS)	
0:59:275.....MARTYN LIGHT, BODMIN, CORNWALL	
BRITAIN (SILVERSTONE)	
1:02:099.....TOM TURNER, BIRMINGHAM	
GERMANY (HOCKENHEIM)	
1:17:371.....ANDY (F1 '97 God) ECCLESTONE, GRIMSBY	
HUNGARY (HUNGARORING)	
0:52:919.....MARTYN LIGHT, BODMIN, CORNWALL	
BELGIUM (SPA)	
1:28:777.....TOM TURNER, BIRMINGHAM	
ITALY (MONZA)	
1:07:501.....ANDY (F1 '97 God) ECCLESTONE, GRIMSBY	
AUSTRIA (ÖSTERREICHRING)	
0:58:667.....MARTYN LIGHT, BODMIN, CORNWALL	
LUXEMBOURG (NÜRBURGRING)	
0:59:706.....TOM TURNER, BIRMINGHAM	
JAPAN (SUZUKA)	
1:16:633.....DEAN NEWCOMBE, NOTTINGHAM	
PORTUGAL (ESTORIL)	
1:02:944.....MICHAEL FREND, BANGOR, NORTHERN IRELAND	
EUROPE (JEREZ)	
0:59:749.....MARTYN LIGHT, BODMIN, CORNWALL	

METAL GEAR SOLID

ONCE AGAIN THE THIRD PLACE SPOT HAS CHANGED. THIS TIME TOUGH CALVIN DUNBAR HAS CORNERED HIS WAY ONTO THE BOARD. HOW LONG WILL HE LAST?

METAL MICKEY
KIERAN WILD

TIME ATTACK

1:03:53KIERAN WILD, SWANSEA
1:13:13TOM AUSTIN, BRISTOL
1:29:30CALVIN DUNBAR, DROGHEDA, IRELAND

DRIVER

WELL, IT LOOKS LIKE DEAN DIDN'T APPRECIATE BEING BEATEN BY A GIRL. HE MADE SURE MOST OF ROSE'S TIMES MADE LIKE POLAROID AND FADED.

DRIVING DYNAMO
DEAN NEWCOMBE

CHECKPOINT

MIAMI 1	
1:06:98.....DEAN NEWCOMBE, NOTTINGHAM	
MIAMI 2	
0:54:78.....DEAN NEWCOMBE, NOTTINGHAM	
SAN FRANCISCO 1	
1:26:24.....DEAN NEWCOMBE, NOTTINGHAM	
SAN FRANCISCO 2	
0:45:02.....DEAN NEWCOMBE, NOTTINGHAM	
TRAIL BLAZER - 100 FLAGS	
MIAMI 1	
07:92.....DEAN NEWCOMBE, NOTTINGHAM	
MIAMI 2	
02:92.....DEAN NEWCOMBE, NOTTINGHAM	
SAN FRANCISCO 1	
01:86.....DEAN NEWCOMBE, NOTTINGHAM	
SAN FRANCISCO 2	
02:86.....DEAN NEWCOMBE, NOTTINGHAM	
LOS ANGELES 1	
11:22.....DEAN NEWCOMBE, NOTTINGHAM	
LOS ANGELES 2	
07:86.....DEAN NEWCOMBE, NOTTINGHAM	
NEW YORK 1	
06:56.....DEAN NEWCOMBE, NOTTINGHAM	
NEW YORK 2	
06:46.....DEAN NEWCOMBE, NOTTINGHAM	
SURVIVAL	
MIAMI	
09:32:22.....DAVID ARMISHAW, STAFFORDSHIRE	
SAN FRANCISCO	
60:00:00.....STEVEN SMITH, ESSEX	
LOS ANGELES	
10:27:08.....DAVID ARMISHAW, STAFFORDSHIRE	
NEW YORK	
9:32:22.....DAVID ARMISHAW, STAFFORDSHIRE	
DIRT TRACK - LAP RECORD	
TRACK ONE	
17:89.....ROSE LEWIS, SOUTH LONDON	
TRACK TWO	
25:92.....MICKEY SPENT, MILLBROOK, SOUTHAMPTON	
TRACK THREE	
29:99.....MICKEY SPENT, MILLBROOK, SOUTHAMPTON	
TRACK FOUR	
50:65.....ROSE LEWIS, SOUTH LONDON	

GRAN TURISMO

AFTER LOCKING HIMSELF AWAY FOR TWO WEEKS, BRENT MAXWELL FINALLY MANAGED TO TEAR THE TURISMO TIMES APART.

TURISMO TITAN
BRENT MAXWELL

LAP TIMES:

HIGH SPEED RING	
0:38:716 (R33GT-R Vspec)BRENT MAXWELL, NEW ZEALAND	
TRIAL MOUNTAIN	
1:01:962 (CERB)BRENT MAXWELL, NEW ZEALAND	
GRAND VALLEY EAST	
0:46:030 (R33GT-R Vspec)BRENT MAXWELL, NEW ZEALAND	
CLUBMAN STAGE R5	
0:32:480 (R33GT-R Vspec)BRENT MAXWELL, NEW ZEALAND	
AUTUMN RING - MINI	
0:25:691 (R33GT-R Vspec)BRENT MAXWELL, NEW ZEALAND	
AUTUMN RING	
0:56:555 (GTO '92 TWIN TURBO)CHRIS (THE KING) KEITHLEY, IPSWICH	
DEEP FOREST	
0:54:931 (R33GT-R Vspec)CHRIS (THE KING) KEITHLEY, IPSWICH	
SPECIAL STAGE R5	
0:58:636 (R33GT-R '95)BRENT MAXWELL, NEW ZEALAND	
GRAND VALLEY SPEEDWAY I	
1:22:024 (R33GT-R Vspec)CHRIS (THE KING) KEITHLEY, IPSWICH	
SPECIAL STAGE R11	
1:20:279 (GTO M12)BRENT MAXWELL, NEW ZEALAND	
HIGH SPEED RING II	
0:37:916 (SKYLINE R33)BRENT MAXWELL, NEW ZEALAND	
AUTUMN RING - MINI II	
0:25:144 (FTO LIMITED EDITION)BRENT MAXWELL, NEW ZEALAND	
GRAND VALLEY EAST II	
0:45:874 (R32 GT-R '89)BRENT MAXWELL, NEW ZEALAND	
CLUBMAN STAGE R5 II	
0:33:505 (R33GT-R Vspec)JAMIE HILL, DUDLEY, WEST MIDLANDS	
TRIAL MOUNTAIN II	
1:01:236 (SKYLINE R33)BRENT MAXWELL, NEW ZEALAND	
AUTUMN RING II	
0:56:673 (Nismo 400R)CHRIS (THE KING) KEITHLEY, IPSWICH	
DEEP FOREST II	
0:54:952 (R33GT-R Vspec)CHRIS (THE KING) KEITHLEY, IPSWICH	
SPECIAL STAGE R5 II	
0:58:581 (SKYLINE R33)BRENT MAXWELL, NEW ZEALAND	
GRAND VALLEY SPEEDWAY II	
1:21:483 (R33GT-R Vspec)BRENT MAXWELL, NEW ZEALAND	
SPECIAL STAGE R11 II	
1:20:688 (R33GT-R '95)BRENT MAXWELL, NEW ZEALAND	
TEST COURSE	
0:43:349(GTR)BRENT MAXWELL, NEW ZEALAND	

HIGH-SCORING HEROES

TENCHU STEALTH ASSASSIN

JUST AS WE WERE ABOUT TO WRITE OFF THE *TENCHU* BOARD, FOR BEING TOO TOUGH, IN COME THE AUSSIES WITH SOME BLINDINGLY FAST ATTACKS.

HIDDEN HIGH SCORER BEN WILKINS

MISSION 1
TIME: 1:45.....BEN WILKINS, RIVERSTONE, AUSTRALIA
SCORE: 810ALASTAIR McLEOD, SHEFFIELD

MISSION 2
TIME: 0:24.....BEN WILKINS, RIVERSTONE, AUSTRALIA
SCORE: 720 LIAM PHOENIX, BOURNEMOUTH, DORSET

MISSION 3
TIME: 1:39.....BEN WILKINS, RIVERSTONE, AUSTRALIA
SCORE: 730DAVID ARMSTRONG, BRIGHTON

MISSION 4
TIME: 0:53.....BEN WILKINS, RIVERSTONE, AUSTRALIA
SCORE: 825DAVID ARMSTRONG, BRIGHTON

MISSION 5
TIME: 1:15.....BEN WILKINS, RIVERSTONE, AUSTRALIA
SCORE: 830 LIAM PHOENIX, BOURNEMOUTH, DORSET

MISSION 6
TIME: 0:51MICHAEL ARMSTRONG, BRIGHTON
SCORE: 785NICKY OWENS, MIDDLESEX

MISSION 7
TIME: 0:30.....BEN WILKINS, RIVERSTONE, AUSTRALIA
SCORE: 695NICKY OWENS, MIDDLESEX

MISSION 8
TIME: 1:53.....BEN WILKINS, RIVERSTONE, AUSTRALIA
SCORE: 705ALASTAIR McLEOD, SHEFFIELD

MISSION 9
TIME: 1:09.....BEN WILKINS, RIVERSTONE, AUSTRALIA
SCORE: 785MICHAEL ARMSTRONG, BRIGHTON

MISSION 10
TIME: 2:47.....BEN WILKINS, RIVERSTONE, AUSTRALIA
SCORE: 700 LIAM PHOENIX, BOURNEMOUTH, DORSET

RIDGE RACER TYPE 4

NOT MUCH MOVEMENT IN *RIDGE RACER*. LOOKS LIKE THE TOP TIMES HAVE ALL BEEN MAXED OUT. IF YOU KNOW DIFFERENT, SEND IN YOUR PROOF.

RIGHTEOUS RACER IAN MACKENZIE

HELTER SKELTER
LAP RECORD: 41:050 ..IAN MACKENZIE, WILLESDEN, LONDON

COURSE RECORD: 2:04:349DAVID ARMISHAW, STAFFORDSHIRE

WONDERHILL
LAP RECORD: 53:047LLOYD JOCKINS, SHIPWAY, TORQUAY

COURSE RECORD: 2:53:020DAVID ARMISHAW, STAFFORDSHIRE

EDGE OF THE EARTH
LAP RECORD: 41:640 ..IAN MACKENZIE, WILLESDEN, LONDON

COURSE RECORD: 2:11:215DAVID ARMISHAW, STAFFORDSHIRE

OUT OF THE BLUE
LAP RECORD: 41:492 ..IAN MACKENZIE, WILLESDEN, LONDON

COURSE RECORD: 2:13:614IAN MACKENZIE, WILLESDEN, LONDON

PHANTOMILE
LAP RECORD: 22:327 ..IAN MACKENZIE, WILLESDEN, LONDON

COURSE RECORD: 1:11:057DAVID ARMISHAW, STAFFORDSHIRE

BRIGHTEST NIGHT
LAP RECORD: 46:314DAVID ARMISHAW, STAFFORDSHIRE

COURSE RECORD: 2:21:209DAVID ARMISHAW, STAFFORDSHIRE

HEAVEN AND HELL
LAP RECORD: 51:782DAVID PEGG, DERBY

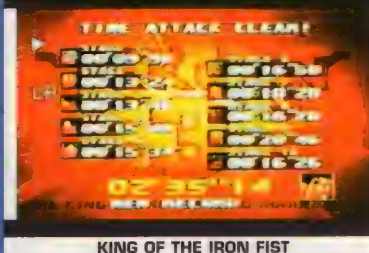
COURSE RECORD: 2:40:386DAVID ARMISHAW, STAFFORDSHIRE

SHOOTING HOOPS
LAP RECORD: 22:645 ..IAN MACKENZIE, WILLESDEN, LONDON

COURSE RECORD: 2:30:370IAN MACKENZIE, WILLESDEN, LONDON

TEKKEN 3

LIAM IS STILL TOUGH AT THE TOP. ONLY ONE CHALLENGER CAME FORWARD THIS MONTH, TO TAKE THIRD PLACE WITH PAUL PHOENIX.



KING OF THE IRON FIST

LIAM PHOENIX

FORCE MODE
183,700LLOYD JOCKINS, SHIPWAY, TORQUAY
177,960 SCOTT WILSON, HELENSBURGH, SCOTLAND
169,560MUSHIN (MUSHY PEAS) MOHAMMED, REDDITCH, WORCS

TIME ATTACK
1:33:80 (YOSHIMITSU)LIAM PHOENIX, BOURNEMOUTH, DORSET
1:53:44 (YOSHIMITSU)MUSHIN (MUSHY PEAS) MOHAMMED, REDDITCH, WORCS
2:02:26 (PAUL) STEWART CHEUNG, KIMBERWORTH, ROTHERHAM

F1 '98

JAMIE HILL IS BACK ON FORM. HE RE-ESTABLISHED HIMSELF AS A MASTER OF THE F1 CIRCUIT, BEATING OFF COMPETITION FROM THE HAMMER.



POLE PERFORMER MARTYN LIGHT

LAP TIMES:
AUSTRALIA (MELBOURNE)
0:59:22ROSE LEWIS, SOUTH LONDON

BRAZIL (INTERLAGOS)
0:54:84MARTYN LIGHT, BODMIN, CORNWALL

ARGENTINA (BUENOS AIRES)
0:59:56MARTYN LIGHT, BODMIN, CORNWALL

SAN MARINO (IMOLA)
0:58:30ROSE LEWIS, SOUTH LONDON

SPAIN (BARCELONA)
1:03:84MARTYN LIGHT, BODMIN, CORNWALL

MONACO (MONTE CARLO)
0:59:48JAMIE HILL, DUDLEY, WEST MIDLANDS

CANADA (MONTREAL)
0:55:20ROSE LEWIS, SOUTH LONDON

FRANCE (MAGNY-COURS)
0:58:08JAMIE HILL, DUDLEY, WEST MIDLANDS

BRITAIN (SILVERSTONE)
1:02:11JAMIE HILL, DUDLEY, WEST MIDLANDS

AUSTRIA (A1 RING)
0:58:24MARTYN LIGHT, BODMIN, CORNWALL

GERMANY (HOCKENHEIM)
1:16:92 ALEX (THE HAMMER) HOLLGATE, SHERWOOD, NOTTINGHAM*

HUNGARY (HUNGARORING)
0:55:40MARTYN LIGHT, BODMIN, CORNWALL

BELGIUM (SPA)
1:25:04MARTYN LIGHT, BODMIN, CORNWALL

ITALY (MONZA)
1:02:96JAMIE HILL, DUDLEY, WEST MIDLANDS

LUXEMBOURG (NÜRBURGRING)
0:57:92MARTYN LIGHT, BODMIN, CORNWALL

JAPAN (SUZUKA)
1:19:16MARTYN LIGHT, BODMIN, CORNWALL

V-RALLY 2

THE NETHERLANDS SEEMS TO BE A BREEDING GROUND FOR TOP RACERS. RALLY ACE PERRY KOLSTER LEFT SKID MARKS ALL OVER IAN MACKENZIE'S TIMES.

VIRTUAL VETERAN PERRY KOLSTER

ARCADE
LEVEL 1
14:15:02 PERRY KOLSTER, BOSKOOP, NETHERLANDS

LEVEL 2
24:30:41 PERRY KOLSTER, BOSKOOP, NETHERLANDS

LEVEL 3
32:09:01 PERRY KOLSTER, BOSKOOP, NETHERLANDS

TROPHIES
EUROPEAN
18:25:62IAN MACKENZIE, WILLESDEN, LONDON

WORLD
28:02:32IAN MACKENZIE, WILLESDEN, LONDON

EXPERT
33:55:82 PERRY KOLSTER, BOSKOOP, NETHERLANDS

CHAMPIONSHIPS
EUROPEAN
24:16:04 PERRY KOLSTER, BOSKOOP, NETHERLANDS

WORLD
38:16:76IAN MACKENZIE, WILLESDEN, LONDON

EXPERT
52:52:20 PERRY KOLSTER, BOSKOOP, NETHERLANDS

WIP3OUT

HUNGRY HOPE HAS EATEN AWAY AT CHARLIE'S TIMES. HE HAS A LARGE APPETITE FOR *Wip3out*. CAN ANYONE GIVE HIM HIS JUST DESSERTS?

WIP3OUT WINNER (HUNGRY) GUNTER HOPE

TIME TRIAL-RACE TIMES
PORTO KORA
VECTOR CLASS: 1:18:60CHARLIE KING, CHESTER

VENOM CLASS: 1:52:00KIM LEWIS, MALVERN, WORCS

MEGA MALL
VECTOR CLASS: 1:56:12 ..(HUNGRY) GUNTER HOPE, NETHERLANDS

VENOM CLASS: 2:31:96 THE BEAST, POOLE, DORSET

SAMPA RUN
VECTOR CLASS: 1:53:08CHARLIE KING, CHESTER

VENOM CLASS: 2:34:10 ..(HUNGRY) GUNTER HOPE, NETHERLANDS

STANZA INTER
VECTOR CLASS: 1:47:00CHARLIE KING, CHESTER

HI-FUM!!
VECTOR CLASS: 1:33:36 ..(HUNGRY) GUNTER HOPE, NETHERLANDS

P-MAR PROJECT
VECTOR CLASS: 2:06:44CHARLIE KING, CHESTER

MANORTOP
VECTOR CLASS: 1:41:96 ..(HUNGRY) GUNTER HOPE, NETHERLANDS

TERMINAL
VECTOR CLASS: 1:35:84 ..G-MAN, HIGH WYCOMBE

S.C.A.R.S.

JUST WHEN WE THOUGHT THE AUSTRALIANS HAD THIS GAME SEWN UP, A BRITON WIPED OUT THEIR TIMES. IAN MCCORMICK RECLAIMS OUR TERRITORY.

MUTILATION MAN IAN MCCORMICK

RALLY
LAP RECORD: 0:51:22CRAIG STEVENS, BRISBANE, AUSTRALIA

CANYON
LAP RECORD: 0:53:68IAN MCCORMICK, CROSBY, LIVERPOOL

MOUNTAIN
LAP RECORD: 1:12:80IAN MCCORMICK, CROSBY, LIVERPOOL

SKI
LAP RECORD: 1:06:76IAN MCCORMICK, CROSBY, LIVERPOOL

PIPE
LAP RECORD: 1:22:28IAN MCCORMICK, CROSBY, LIVERPOOL

WATER
LAP RECORD: 0:45:80IAN MCCORMICK, CROSBY, LIVERPOOL

ISLAND
LAP RECORD: 0:44:96 ..IAN MACKENZIE, WILLESDEN, LONDON

BLADE
LAP RECORD: 1:00: 56IAN MCCORMICK, CROSBY, LIVERPOOL

AZTEC
LAP RECORD: 0:49:28 ..IAN MACKENZIE, WILLESDEN, LONDON

NEW SCORES

To help you find the latest entries, all the new scores this month are highlighted in this tasteful beige colour.

THE FORCE OF ONE

Star of *Martial Law*, Kelly Hu, shows us just what a good picture should look like. Make sure your high score photos match this clarity, otherwise we won't print them.



BANDIT OF THE MONTH

Well, there were a great deal of bandits this month, ranging from the bloke who praised the designer and the editor for making such a good mag, in the hope of getting the steering wheel, to Mr 'two seconds a lap on *Ridge Racer* without cheating' Hilton.

Because we get so many people that send us tapes in the wrong place and without all the times written down, we thought Christian Ward should get the bandit award for his three hour tape of shame.



WALK-THRU



1 PLAYER



MEMORY CARD (1)



ANALOG CONTROLLER



COMPATIBLE



OPTIONAL

Publisher: Sony

Price: £34.99

Format: UK

SPYRO 2

GATEWAY TO GLIMMER

game: SPYRO 2

01.10



Jaw-dropping,
dazzling comic
caper...

Play issue 55 is
out now and
available from
most good
newsagents

THE UK'S BEST UNOFFICIAL
PLAYSTATION MAG!

Flamin' heck! Spyro's landed in a spot of bother again. Luckily we've nobbled **St George** and brought you this guide to getting every **Orb and Talisman** in the game.



THE ADVENTURE BEGINS WORLD 1: GLIMMER

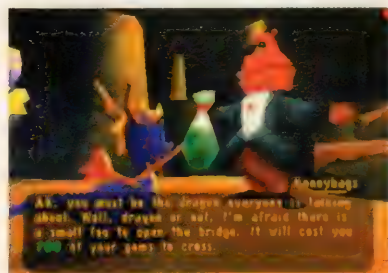
CRYSTALS:400
ORBS:3

TALISMAN:MAGIC PICK
ENEMIES:14



Walk up to Pogo, the gem cutter.

Have a few words and he'll tell you about the lizards that are thieving Gems. If you manage to deal with all 14 enemies, he'll give you the first Talisman. Search the area for Gems and be sure to kill all the enemies here before heading into the cave. Speak to Zoe. She'll activate a restart point for you. Enter the cave. Collect the crystals and talk to the fat guy on the bridge. This tight-fisted choffer charges 100 crystals to open the bridge. Pay him off and cross to the other side to get the lizards. Exit the cave via the right passage.



Talk to Pogo and he'll give you the Magic Pick Talisman. Don't go to Summer Forest just yet. Re-enter the passage and turn right. Defeat the final two lizards and collect the extra Gems.

ORB QUEST 1

On the left side of the passage, leading to the portal, is an area with another gem cutter. Speak to him. Collect the Superfly Power-Up. Fly around the area, using your flame breath to light the orbs on the end of the poles. Once they are all lit, return to the gem cutter and collect the first Orb.



ORB QUEST 2

In the same section as the first orb quest, there is a small dark cave. Talk to the gem cutter in the cave. Collect the rock he drops. Use the Δ button to zero in on the small lizard and hit it with the rock. Follow the gem cutter and take out all the small lizards to get an Orb.



ORB QUEST 3

Having gained the climb ability from Autumn Plains, return to the cavern and climb up the ladder. Grab the Superfly Power-Up. Circle the cave and light all of the gem lamps before they go out. When this is done, the gem cutter will hand over another Orb.



TOP TIP

Orbs are the key to completing Spyro's quest. Never pass up the chance to earn them.

▼ Talk to the gem cutter to get yourself an Orb quest.



SOLVED

Old dragons can be tough to handle. Check out this handy guide to help you round

SPYRO SKILLS



GLIDING

After leaping off a high ledge, press and hold the \times button. This will allow Spyro to swoop around the level. By leaping from ledge to ledge like this, Spyro can glide round and pick up otherwise inaccessible items.



FIERY BREATH

The mainstay of Spyro's arsenal, his fiery breath can be used to dispose of large enemies. It also comes in handy for burning pots. During the adventure, fire will be needed for defrosting Eskimos, lighting boilers, and even clearing forests. It can't be used under water though.



CHARGE

Press and hold the \square button to give Spyro a speed boost. When boosting, his horns become deadly weapons. Use them to batter small opponents and creatures that are invulnerable to fire. They also come in handy for breaking down doors and removing clay pots.



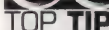
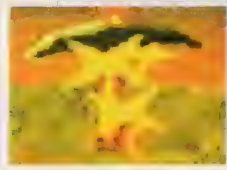
HOVER

Whilst gliding, Spyro can get himself a bit of height by pressing the Δ button. If you don't manage to reach a ledge after a few seconds, he'll drop like a stone. This move is used extensively on the later levels of the game, and on the early levels to reach secrets.



TALISMANS

Collecting these is Spyro's main quest. Each level, apart from the hub levels, contains one Talisman. To get it you'll have to complete the main quest for each level. They are needed to open the gateway to each end-of-level guardian's chamber.



Only quit out of a level if you have accessed the exit. If you don't, all your progress there will be lost.



To restore energy, try destroying sheep, snakes, and other small creatures.



SUMMER FOREST

CRYSTALS: 400
ORBS: 3

TALISMAN: None
ENEMIES: None

As before, wander round the area collecting the Gems. The Summer Forest has portals that lead to every other level. Talk to Flora to find out more about the Talisman you are carrying. Enter the dome and go out the other side, to reach an area with a number of portals. Monkeys are wandering near to the pond in the centre. Pay him 500 Gems to gain the swimming ability. Dive into the pool and swim through the underground doorway to get to the second part of the forest.

This part contains the Summer Spillway, a main area and the portal to the next world. You'll also need to pay Moneybags to open the doorway to Aquaria Towers. Once you have been to the Autumn Plains and bought the climbing ability, you can scale the walls that surround the forest.

DINO QUEST 1

Climb up to the ledge where Hunter is standing. Have a few words and he'll attempt to teach you the art of jumping and missteering. Follow his instructions and leap over the ledges. Complete all the tasks Hunter sets to receive an Ore.

NEW QUESTIONS

After getting the climbing ability from Autumn plains, climb up the ladder. Take the Gem on top of the wall and grab the Orb as well.

OWN QUEST 3

After obtaining the swim ability, return to the beach and the water to Breeze. At the

end of the stream is a deep pool. Dive into this and follow the passage. At the top of the cliff is an Ork.

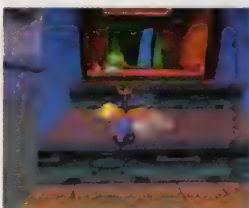
OSM QUEST #

Face the Down Speedway entrance and turn 180°. Leap onto the window ledge and face left. Jump over to the opposite ledge and hover onto it. Walk in through the window and collect the fourth Orb.



IDOL SPRINGS

CRYSTALS:400
ORBS:2


TALISMAN: Jade Idol
ENEMIES: 11

Have a few words with the green bloke as you step from the portal. Your mission in this world is to destroy all the living idols that are wreaking havoc in the area. Use Spyro's fiery breath to burn the idol guarding the door. Once he's down, the green dude will pop the lock on the temple. Inside are shield-wielding idols.

These bozos are immune to Spyro's breath. Use his ram attack to deal with them. Burn the idol on the bridge. His hostage will open the lock on the opposite door. Pass through it. Enter the next area and defeat the remaining idols to open the following door. Continue until you reach a dead end. Talk to the green guy to get the Jade Idol.



ORB QUEST 1

To the left of the exit portal is an archway. Go through it and climb the platforms that circle the level. There are many Gems to collect up here. Down below is a brown idol in the middle of a circle of green girls. Swoop down and land on the platform. Talk to the girl chained to the wall. Walk over to the Speed Power-Up and hold down the  button. As Spyro goes through the Power-Up he'll get a speed boost. Crash through all the pedestals on the path to release the Hula girls. They'll then perform the rain-dance to destroy the boss idol.

ORB QUEST 2

Once you have bought the swimming skill, dive into the pool near the start of Idol Springs. Swim through the underwater passage. Surface and speak to the green bloke. Solve the yellow tile puzzle, then swim back through the underwater pool. Talk to green bloke again. Stand at the edge of the water and blast the fish into the idol's mouth. Don't hit any red fish, otherwise the idol will spit them out. After it has eaten ten fish, move round the map to get to the coloured squares. Have a word with the green guy again. Step on the shapes in this order: Star, Diamond, Orange Crescent, White Crescent, Circle. The Green bloke will then give you an Orb. Be certain to check out all the underwater areas on this level, otherwise you may miss some crystals.



SPYRO 2

WALK-THRU



COLOSSUS

CRYSTALS:400 TALISMAN:Golden Statue
ORBS:3 ENEMIES:13



Speak to the brother and he'll tell you about the Yeti problem. Walk over to the next brother to open the door. Continue through the temple and get the brother to raise the large platform. Ride it to the top of the room and float over the gap. Talk to Zoe and glide down to the platform below. Continue walking. Speak to the brother guarding the Yeti. Collect the Talisman from him.

ORB QUEST 1

From the room where you collected the Talisman, exit through the window. Walk round the ledge and across the ice. Talk



to the brother. Say yes to his offer of a game of hockey. Step onto the ice and collect the puck, by walking up to it. Use the O button to spit the puck into the enemy goal. Once you have scored five goals, the Orb will be awarded.

ORB QUEST 2

Talk to the brother by the ice-hockey pitch again and he'll set you the task of beating the red team in a game of one-on-one. This is much the same as the last game, but there's a red hockey player on the pitch, competing with Spyro for the puck. You can use flame breath to knock this



fool down and steal the puck. Score five goals to win another Orb.

ORB QUEST 3

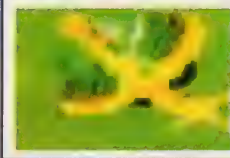
After activating the Bounce Power-Ups, use them to reach the high buildings. Bounce off the second spring trap to get to the highest building. Speak to the professor inside. You must now hunt down all ten green statues in the area, and flame them, to receive another Orb.



ITEM

ORBS

The Orbs are hidden on all the levels in the game. They are used to power the teleporter that unleashed the evil Ripto upon the realm. By completing sub quests in each of the worlds, you'll be rewarded with Orbs. They also unlock bonus levels when traded in.



ITEM

EXTRA LIFE

Hidden in bottles, the blue butterflies provide Spyro with an extra try. They are usually concealed in hard-to-reach places around the levels. Sometimes by destroying defenceless creatures, such as frogs or sheep, one can be found.



HURRICOS

CRYSTALS:400 TALISMAN:Gear Of Power
ORBS:3 ENEMIES:22

Your mission here is to collect the Diodes and deactivate the forcefields. Move forward and grab the Diode. Crisp the mullah with the spanner, using Spyro's fiery breath. Turn off the first forcefield. Pass through it and clear the area of bad guys. Use Spyro's charge attack to deal with the guard robots. Once you have collect two Diodes, proceed to the bridge and turn off the fields. Do the same in the next area and speak with the boffin to obtain the Talisman.



ORB QUEST 1

To the left of where you entered the level is a grassy verge. Climb this and leap over to the left ledge. Continue walking until you reach a boffin being double-teamed by two purple freaks. Burn the freaks and speak to the boffin. Swallow the small round balls on the ground and place them in the pincers by the side of each generator. Occasionally the purple freaks will turn up to attack. Burn ten of them and they'll stop stealing the balls. Once all the generators have been brought on-line, you'll get your Orb.

ORB QUEST 2

Once the Speed Power-Up is activated, run through it and charge the solid windmills on either wall. Destroying them reveals a set of buttons. Activate these to slow down the fan

blades above. Run through the Power-Up again and head down the blue passage. Turn right and smash the next windmill to uncover the last button. Run through the Power-Up and down the blue passage again: this time steer hard right and take out the windmill on the wall. It'll reveal a set of steps: talk to the boffin at the top and jump across the fan blades to reach a second boffin, who'll then give you an Orb.

ORB QUEST 3

Talk to the second boffin and leap over to the fan blade opposite. Wait until Spyro faces the next fan blade and jump across. Glide across the metal platforms. Float to the grassy area on the right. Cross the moving platforms ahead. Enter the building on the right and activate the switch. Talk to the boffin to recover an Orb.



ITEM

GEMS

Gems come in four values, each with differing values. Red Gems are worth one, blue are worth two, green five, and yellow ten. Gems can be traded for special abilities and secrets. When you have a big stack of spare gems, go and talk to Moneybags. He usually has something he can rip you off for.



TOP TIP

The metal pots that are hidden in each level can only be broken by a supercharged attack. Once you have activated the level Power-Up, use it to break them.



WALK-THRU



SUNNY BEACH

CRYSTALS:400
ORBS:3
TALISMAN: Turtle Medallion
ENEMIES:17

Talk to the turtle king. Move the large turtle with your horns, so that it stands on the blue disc and keeps the gate open. Follow the small turtles and move the large turtle to cover another disc, when they reach a set of doors. Follow the small turtles underwater. Surface and herd the large turtle across the bridge, to open the throne room door. From it will then hand over the level Talisman.

ORB QUEST 1

Just before you head underwater to get to the throne room, talk to the turtle on the island. You must destroy all the enemy creatures on this level to activate the Flame Power-Up. Once it is obtained, use the fiery breath to destroy all seven turtle crates.

ORB QUEST 2

Standing next to the second ladder is a turtle. Talk to him to find out about the chef at the top. Climb the ladder and talk to the chef. Walk over to the cauldron and stop the turtles from hopping into the pot. Use Spyro's horns to knock them into the water. Once three turtles have been saved, the chef will hand over an Orb.

ORB QUEST 3

Talk to the chef again. Walk over to the pot. This time you'll have to rescue ten turtles. Knock them into the water, as before. When they have all been saved, collect the Orb from the chef.



BONUS: OCEAN SPEEDWAY

This bonus course is very tough. You must pass through two different sets of eight coloured rings, as well as destroying eight boats and eight cars. This must be done within a tight 30 second time limit. The best way to do this is to first go through the translucent rings, then the solid

ones. When they have both been completed, land on the race course and run in the opposite direction to the cars: this will allow you to destroy them quickly. Once you have beaten the speedway all in one go, talk to the woman in the spectators stand, for a bonus.



AQUARIA TOWERS

CRYSTALS:400
ORBS:3
TALISMAN:Enchanted Shell
ENEMIES:29

Spyro's mission here is to press all three buttons, to refill the tower with water. The first button is straight ahead. Be sure to collect all the treasure before pressing it. Swim through the tunnel to reach the next button. As before, kill all of the enemies and collect the treasure, then push the button. To get to the third button, you must first pay Moneybags for the use of his submarine. Pay him 100 Gems and hit the last button. The seahorse will then give you the Talisman.



ORB QUEST 1

From the portal room, swim upwards to get to the ocean. Talk to the seahorse king. He'll tell you about the babies trapped in the six towers. As the king blows off the doors on the towers, guide Spyro into them to rescue the seahorses. Once all six have been recovered, he'll give you an Orb.

ORB QUEST 2

Return to the area where you met the seahorse king. Talk to Hunter. Take his manta ray for a ride. Guide the ray through all the hoops on the course. Swim back to Hunter and talk to him until he gives you another Orb.

ORB QUEST 3

Talk to Hunter after you have completed the first manta course and he'll set you an even harder challenge. You must race the harder course and pass through all the rings to get the third orb. Swim as fast as you can. Stay near the seahorse that creates the rings and it should be no problem.



CRUSH'S DUNGEON

CRYSTALS:None
ORBS:None
TALISMAN:None
ENEMIES:None

After getting all six Talismans, the gateway to Crush's Dungeon will open. Drop in to face Crush, who will run around the arena stepping on the blue circles. Every time he steps on a circle, he sends out rings of energy towards Spyro. Leap them both and charge towards Crush. Breathe fire on him, then quickly run away. Crush will chase you

with his club, bringing the roof in. This takes a bar of energy off him.

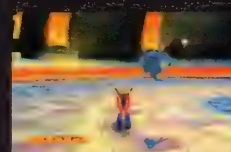
Keep burning Crush with Spyro's breath as he runs from circle to circle. If Crush stands on the red circles, zigzag to avoid the fireball he uses. Once Crush has been crushed, the gateway to World 2 will be opened.

BOSS

Crush is strong but his skin is weak. Use fiery breath to bring him low.

LEARN HOW

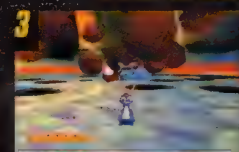
TO DEFEAT THE BOSS



[1] Use Spyro's charge move to catch up with Crush. Then hit him with fire.



[2] When Crush is standing on the blue circle, leap the rings he fires.



[3] After successfully hitting Crush, run away from him before the roof caves in.

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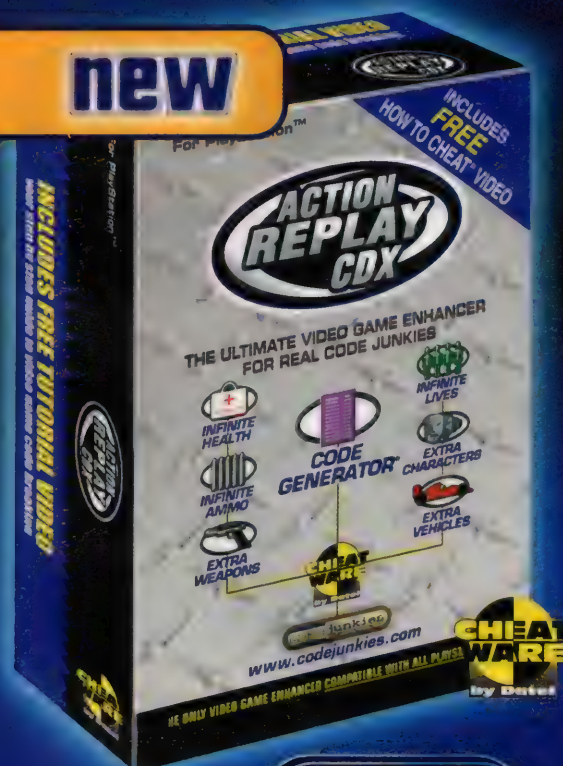


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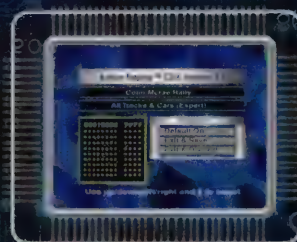
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WALK-THRU



TOP TIP

Having trouble finding all the gems on a level? Well, hold all four shoulder buttons and Sparks will point towards them.



TOP TIP

Be certain to defeat all the enemies on each level to activate the Power-Up.



TOP TIP

Try and complete all the Orb quests on a level before leaving. If you return to the level after leaving, you'll have to do the whole thing again.



WORLD 2: AUTUMN PLAINS

CRYSTALS:400
ORBS:2

TALISMAN:None
ENEMIES:0

This is the hub area for World 2. You can get to every level from here. Before you do anything else, find Moneybags. Talk to him and buy the climbing ability. Then return to the previous world and tie up any loose ends.



ORB QUEST 1

Activate the whirlwind in front of the Metro Speedway. Hover up to the entrance. From there, face right and leap onto the outer wall. Run along the wall, to the right. When you reach a dead end, charge the wall. An Orb will be revealed.

ORB QUEST 2

When you reach the staircase that leads down to Gulp's Overlook, turn left. You'll notice that the wall is slightly damaged. Charge it with Spyro's horns. Ride the whirlwind up the next to levels, to get to the top of the map. From the highest point, glide down to the small pillar on the outside of the compound, on the right. Collect the Orb from there.



CRYSTAL GLACIER

CRYSTALS:400
ORBS:2

TALISMAN:Ice Crystal
ENEMIES:38

Use Spyro's fiery breath to defrost the three Eskimos. They'll help you get over the seesaw. Cross to the next section and burn the two snow beasts. Rescue the four Eskimos. Climb up the human platform they make. Walk over to Moneybags and get him to activate the bridge. Cross it and free the final set of Eskimos. The wizard will then escape.

ORB QUEST 1

Walk back to where Moneybags robbed you at the bridge. Drop into the valley and talk to the wizard. Grab the Superfly Power-Up. Fly through the caverns and burn the spider creatures. You must try to

get them all before your flying power runs out. Go for the spiders hanging from the web threads first, then run along the ground to toast the spiders there.

ORB QUEST 2

Just before you reach the wizard, turn left and take a look behind the buildings. Cross the bone bridge to reach an Eskimo. Talk to him to get another Orb quest. Walk up to the snow leopard next to the pool. Flame the fish that leaps from the pool and wait for the leopard to eat it. Walk to the next two pools and do the same. When the leopard has eaten three fishes, he'll follow Spyro back to the Eskimo.



BREEZE HARBOUR

CRYSTALS:400
ORBS:2

TALISMAN:Glass Anchor
ENEMIES:16

Float across to the pelican. He'll tell you to relight all the fires. Float back to the ledge you started on. Use the charge attack to defeat the two land blubbers. Light the fire using Spyro's breath. This activates a whirlwind on top of the pipe. Hide in it to the ledge above. Cross over to the next fire and keep climbing until you reach another. Light this fire to activate the two boats. Leap onto a boat and ride it across the chasm. Defeat the creatures on the other side. Light the fire and stand on the catapult. Remove the enemies from the boat. Light the fires either side of the engine room. When the boat moves, leap off and talk to the pelican on the high platform.

ORB QUEST 1

Near the boats is a pelican. Talk to him to learn about the mines. Leap onto the silver cannons and manoeuvre them to destroy all eight mines. The first two mines are located to the side of the cannons. There are four in the smoking pit on the other side of the boat.

chasm. The final two are by the second fire.

ORB QUEST 2

Behind the catapult is a secret cave. Inside is a Bounce Power-Up. Use this to reach the level above. Talk to the pelican. Leap through the window and onto the trolley. Ride it round the course collecting the eggs. Once you have all 50, the pelican will hand over an Orb.



SKELOS BADLANDS

CRYSTALS:400
ORBS:3

TALISMAN:Ancient Bone
ENEMIES:28

Things hot up in the badlands. There's lava everywhere – keep Spyro clear of it. Two types of bad guy inhabit this level: fire wizards and lava dragons, both of which are immune to Spyro's breath. Use the charge attack to deal with the wizards. The lava dragons are trickier to remove. Lying on the ground are red rocks: get Spyro to pick these up and spit them at the lava dragons. To recover the Talisman on this stage all you have to do is reach the caveman at the end of the level. To do this, run forward and leap the

lava lakes. Make your way to the dragon's-head cave. Pass through it. Leap over the lava island on the other side. Talk to the second caveman you meet.

ORB QUEST 1

Just before you meet the caveman with the Talisman, speak to the bloke standing by some bones. He'll ask you to recover all eight Bones so he can revive his friend. Pick up the first Bone from inside the

SPYRO 2

WALK-THRU



dragon's-head cave: shoot out the window to get it. The second Bone is through the left exit to the cave. Once the level Shield Power-Up has been activated, go back to the cave and charge Spyro's shield. Head through the lava in front of the Power-Up and take out the Troll there for another Bone. Go back outside the cave. Run through the second Shield Power-Up. Pass through it and walk up the lava steps to the left. Run through the cave and into the lava pit at the bottom.

Quickly kill the troll and collect the Bone before the shield runs out. Go back up the steps and cross the sinking bones. Defeat the troll at the end for the fifth Bone. The sixth Bone is on a ledge opposite the skull cave exit. Climb up to the ledge and burn the troll. Whilst standing on the bone ledge, leap onto the square portion of the platform. From there, jump across to the mountain ledge. Cross the platforms round the mountain



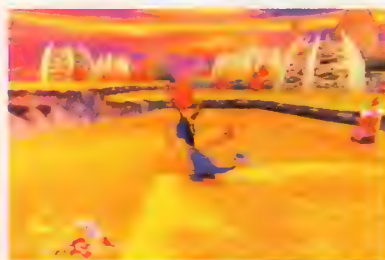
and collect the seventh Bone. Return to where you first entered the skull cave. On top of the entrance is a troll. Shoot the troll with a rock and collect the final Bone when it falls.

ORB QUEST 2

Take the left path from the start point. Talk to the caveman. He'll ask you to rescue all of his friends. Move towards the trapped villagers and the eggs will begin to hatch. Use Spyro's flame breath to defeat the lizards, before they eat the villagers.

ORB QUEST 3

After completing Orb quest 2, speak with the caveman. You now need to rescue the villagers from another lizard attack. Use Spyro's charge move to catch up with the second wave of creatures and burn, as before.



ZEPHYR

CRYSTALS:400
ORBS:4

TALISMAN:Ancient Bone
ENEMIES:29

Talk to the blob general. Charge towards the small birds and burn them. Climb up the ledges until you reach a blob firing a cannon. Talk to him, then shoot down the bird he was firing at. Blast the door behind the bird. Leave the cannon and pass through the door. Leap the barrels of dynamite. Run at the large birds and burn them. Continue up the steps to reach another cannon. Use it to blast the door ahead. Run across the bridge and hang a left. Leap the dynamite. Eliminate all the birds, so Spyro can run to the top. Leap on the cannon and use it to obliterate the ammo dump across the walkway. Run over to the ruins and talk to get a Talisman from the blob.



Romeo. Take a run-up and charge at the Cowlecks to knock the beasts across the gap. From there, use fiery breath to herd them into the corral.

ORB QUEST 3

From the valley occupied by the shepherd, take the tunnel to reach another valley. Talk to Private Romeo and head across the valley to find the professor. Collect the first Seed, then walk back into the valley. Go to the left corner and use the Seed to raise a plant next to the ledge containing another Seed. Collect this Seed, then go back to the professor. Use this Seed to create a plant on the green square nearest to him. Return to the first plant you created. Collect the Seed by burning the plant. Return to the second plant and place the Seed on the adjacent green square. Use the plants to reach the third Seed. Plant this next to the first two. Travel over the plants to the high ledge and get another Seed. Fire this at the green square between the two high platforms. Leap onto the ledge with the two chickens. Grab the Seed and fire it at the green square below. Cross over the ledges on the right, to reach the professor and collect an Orb.

ORB QUEST 1

On destroying the armoury, drop down into the valley below. Walk up to the shepherd. Start looking for the five escaped Cowlecks. Use Spyro's horns to knock them into the corral. The first three Cowlecks are in the valley. They should be easy to herd, using a combination of breath and horns. The last two Cowlecks are located on the other side of the ladder, in the valley. Climb the ladder and walk through the activated Fire Power-Up. Target the Cowlecks and hit them with supercharged fireballs to blast them up and over the ledges. Shoot the Cowlecks until they drop down the ladder and re-enter the valley. Then herd them into the corral.

ORB QUEST 2

After recovering the first five Cowlecks, you are asked to find a further two. They are both located in the valley that Private Romeo is guarding. One of them is standing near the professor. Herd the two Cowlecks up to the ledge opposite



ORB QUEST 4

From the professor, collect the first Seed and leap across the middle green square ahead. Use it to reach the tunnel opposite. Walk round the spiral staircase until you reach a ledge facing Juliet. Drop the Seed in a corner. Collect the second Seed and return to where you dropped the first. Fire a Seed at the green square below. Collect the second Seed and fire it at the green square in front of Juliet. Climb across the plants to reach her and get the Orb.



FRACTURE HILLS

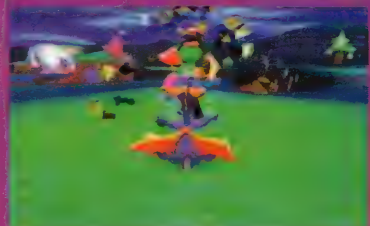
CRYSTALS:400
ORBS:3

TALISMAN:Bronze Flute
ENEMIES:29

Some nasty earth-shapers have been up to evil things in the hills. They have covered the satyr temple in stone. To uncover it Spyro has to destroy six stone satyrs. The first is located to the left of Lila. The second satyr is on the ledge to the left of the first. Leap the chasm, next to the whirlwind, and glide over to the ledge opposite. Destroy the third satyr. Leap over to the ledge on the left. Charge up to the tree and burn it before bees are unleashed. Destroy the satyr it was guarding. Follow the path to find another tree. Destroy it as before. Noble the satyr behind the tree. Keep heading forwards. Turn left when you see a blue satyr. Walk up the high ledge and destroy the tree. Crush the last satyr to open the temple. Fly to the temple and recover the Talisman.

ORB QUEST 1

On the far side of the hills in the blue area, there are plenty of earth-shapers. Search for Hunter here. Talk to him, then walk to the far building. Talk to the alchemist. Escort him to Hunter, using Spyro's charge attack to stun the earth-shapers.



Once the alchemist has successfully delivered the potion, Hunter will hand over an Orb.

ORB QUEST 2

After learning the Headbash move from Moneybags, in the Winter Tundra, go back and talk to Hunter. Wait for him to shoot the grey earth-shapers, then leap onto them and perform a Headbash. If they manage to get to their feet before you do so, you'll have to start again from scratch. Once they are all gone, an orb will be handed over.

ORB QUEST 3

Walk up to Spinner the fawn, who is standing next to the locked temple. Talk to her, then turn left and enter the canyon. Pass through the Speed Power-Up and start running. Crash through the first door and follow the blue path. Leap the ledge and turn left in the tunnel. Leap again, jump across the lava, and crash through another door. Jump the next ramp and follow the walkway along. Leap the last gap and crash right through the door to the temple.





WALK-THRU



MAGMA CONE

CRYSTALS:400
ORBS:3

TALISMAN:Volcanic Idol
ENEMIES:19

To get the Talisman on this level, Spyro has to plug up the volcano. Move him through the lava level to the cone in the centre. Walk up to the large earth-shapers. Charge at them and try to push the bloaters onto the crosses. Once they are stood on a red cross, the magma demons will give them a good working over. Take out all three shapers and cross the grass bridge. Make your way to the top of the cone. Cross over the bridge and talk to Moneybags. Pay him 200 hundred crystals. Ride the elevator to the bottom floor. Leap up the side of the volcano. Climb as high as you can, then leap left to get to more ladders. Continue doing this and dodging rocks until you reach the top. The volcano will then be capped. A demon will appear and award the Talisman.

ORB QUEST 1

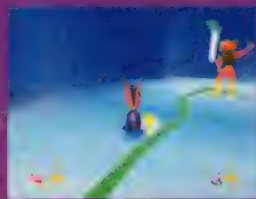
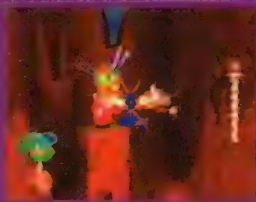
Climb up the side of the central cone. Use the ladders to reach the top. Drop through the centre of the cone. Walk up to Hunter and he'll offer you a challenge: you have to collect ten crystals before he does. The crystals fly to the surface when there is an updraft of steam. Run towards the steam and catch the crystals as they fly out of the fissure.

ORB QUEST 2

After beating Hunter to ten crystals, he challenges you to collect 15. As before, watch for the steam that rises. Don't bother trying to go for the same crystal as Hunter, as he'll shove you out of the way. Use Spyro's charge move to reach the crystals before they vanish.

ORB QUEST 3

Once the volcano has been capped, fly down to the supercharger. Talk to the demon. Collect the Superfly Power-Up. Head through the cavern and eliminate all the flying bandits, then return to the ledge and get the Talisman from the demon.



SHADY OASIS

CRYSTALS:400
ORBS:2

TALISMAN:Mystic Lamp
ENEMIES:21

Talk to Shorty and ram the tree. Shorty will then grab a berry and bust through the door ahead. Burn the genie and follow Shorty up the ramp. Charge the turbaned blokes to clear a safe path. When Shorty stops, climb the ledge on the left. Leap the gap and burn the bush so he collects another berry. Follow him through the door. Head up the blue steps to the right. Glide over the bush and burn the guard. Knock a berry down, so Shorty can go through the door. Follow the passage until you reach some water. Leap over the water and burn the genie. Return to the water and collect the rock. Fire the rock at the bush on the high ledge. Follow Shorty to the large berry bush. Collect the Talisman.

ORB QUEST 1

After collecting the Talisman, walk to the right of Shorty. Talk to the small hippo. To complete this quest, Spyro will have to catch all three of the wily thieves. The first thief is near the start of the level. Move left, from the start point, and glide down to the island below. Chase the thief across the water, then, when he leaps over to dry land, glide in and cut him off. Use Spyro's flame breath to finish him.

Climb up the steps. Head through the first archway and glide through the



window on the left. As you approach the opposite ledge, hit the Δ button to land on it. Charge towards the thief. When he reaches the metal jar, fake him out left, then quickly turn and burn right.

Start walking back to the level exit. The third thief is in the corridor. As before, you need to chase him round and fake him out. Try to turn tightly around the pillars. Give him some breath and the final lamp will be yours.

ORB QUEST 2

Near the Shield Power-Up is a small hippo. You need to rescue his eight brothers from the deadly lava. To complete this quest, you must first learn the Headbash move from Moneybags at the Winter Tundra stage. Pass through the shield, to protect Spyro from the lava. Then proceed to Headbash all eight of the hippos before they sink.



able to knock the monkeys into Hunter's basket without much trouble. After getting all seven of them, an Orb will be awarded.



SCORCH

CRYSTALS:400
ORBS:2

TALISMAN:Emerald Scarab
ENEMIES:28



▲ Burn the small snakes to get more energy for Sparks the dragonfly.

Talk to the girl. Kill the two poncey swordsmen. Leap up to the flag tower and activate the button, to open the first door. Drop down and dispose of the rifleman and the camel. Pass through the door. Take a right turn and climb up the steps. Walk past Hunter. Leap from the ledge to the left of Hunter and pull left. Hover to get onto the platform with the camel, then defeat it. Glide over to the bell tower. Activate the button, then drop down to the door below. Run through the doorway and scale the platforms. Leap into the tunnel. Follow it to the end and jump across the tower. Activate the button inside, to lower the drawbridge. Cross the bridge. Climb the winding stairs and talk to the girl at the top. She sure is pretty.

ORB QUEST 1

After getting the Talisman from the little girl, talk to her brother in the tower opposite. Collect the Fire Power-up, walk back across the drawbridge, and shoot the bloke on the flag pole. He'll drop down and attempt to bomb you. Run all the way back to the boy without getting hit, to recover the first flag. Repeat this to obtain a further two flags. After recovering three flags, the boy will hand over the Orb.

ORB QUEST 2

Walk back to Hunter. Ask him about the monkeys. As Hunter approaches each tree, charge at it. You should be

SPYRO 2

WALK-THRU



BONUS: ICY SPEEDWAY

Don't bother going for the snowmobiles at first – they are the hardest targets.

Instead, fly off left and go for the ice skaters and sea serpents, in and around the water. Fly slow and low, hitting them all with your breath. Once the area has been cleared, fly to the rings and start following them around the course. With all the rings collected, fly to the snowmobiles and begin picking them off. You should have just enough time to spare.



BONUS: METRO SPEEDWAY

Spyro starts the course facing the Pigeons. Go for these first. Follow the trail of pigeons until you reach an area with bungee jumpers. Concentrate on clearing the pigeons before taking them on. Circle round and burn the jumpers. Head through the archway on the right, near to where the final pigeon was located. Pass through the two gates in the archway and fly towards the Stop signs. Burn these next, then pass through the few remaining gates to complete the level.



WORLD 3: WINTER TUNDRA

CRYSTALS:400 TALISMAN:None
ORBS:3 ENEMIES:None

RB QUEST 1

Walk straight up to Moneybags and buy the Headbash skill off him. Use it to destroy all the rocks in the area to uncover an Orb.

ORB QUEST 2

Go through the first archway and climb the high steps. Once you have reached the top, turn and glide over to the wall on the left. Land on the wall and collect the second Orb.

ORB QUEST 3

Straight after collecting the second Orb, proceed along the wall to get to the right-hand side. Look for the waterfall running down the mountain. Leap into it and swim along until you find the third Orb



GULP'S OVERLOOK

CRYSTALS:None TALISMAN:None
ORBS:None ENEMIES:None

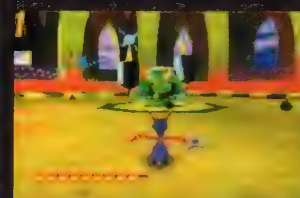
With all seven Talismans in your possession, seek out Zoe. Present them to her and the doorway to Gulp will open. Once you have been dropped in to fight Gulp, start running. All your usual weapons are useless against him. You must rely on items dropped in by the pterodactyls, to fight back. Wait until their eggs hatch and use the items within to defeat Gulp. Use a charge attack to knock the metal barrels at Gulp. Swallow the small rockets and spit them at him. Use Spyro's fiery breath to light the fuses on the bombs. If you see any chickens, cook and eat them to restore Spyro's energy. Keep circling Gulp and hit him

with weapons, when you get the chance. If he manages to swallow a weapon, he'll create a fiery circle that covers the arena. When Gulp is hit, he'll leap and destroy all the weapons lying around.

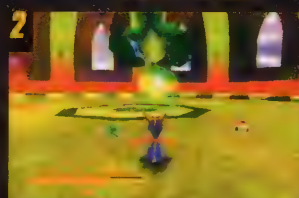


BOSS Gulp can't be hurt using conventional weapons
Wait for stuff to be dropped in, before attacking

LEARN HOW TO DEFEAT THE BOSS



[1] Periodically, Gulp will stand still and unleash homing fireballs. Zigzag to avoid these.



[2] After being hit, Crush will land heavily, destroying all items in the arena.

MYSTIC MARSH

CRYSTALS:400 TALISMAN:None
ORBS:2 ENEMIES:36

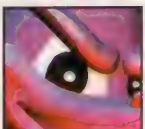
ORB QUEST 1

Talk to the bloke in the cloak. Run around the level, killing enemies. You need to kill about 20 to activate the Bounce Power-Ups. Once activated, use them to reach the ledge with the explorer. From there, leap down and glide to the second fat bloke in a cloak. Talk to him to get an Orb.

ORB QUEST 2

Talk to the explorer standing next to the Jeep. Chase after the giant monkey. Leap the gap and try to glide down, so you can flame it. If this fails, give chase on foot and burn him as he dives into the underground pool. Go after the rest of the monkeys. Once all five have been burned, the explorer will bung you an Orb.





WALK-THRU

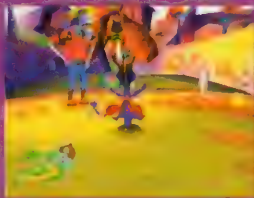


ROBOTICA FARMS

CRYSTALS:400 TALISMAN:None
ORBS:3 ENEMIES:22

ORB QUEST 1

Talk to farmer Greenbeard. Collect the rock from the ground. Dispose of the flying insect. Leap the barrels to get to the windmill and flame the giant bug. Leap over the next set of barrels and do the same. When you encounter the spinning bug, Headbash him twice. Cross over the first set of seesaws to reach the high ground. Run through the next windmill and turn right when you see another farmer. Walk past the first seesaw and stand on the second one until it lowers to the ground. Time your jump from the end of the seesaw so you dodge the windmill blades. Head through the windmill and talk to the farmer on the high ledge, to get an Orb.



ORB QUEST 2

Walk back to the farmer you passed earlier. Talk to him. Run over to the scarecrow that's covered in bugs. Use Spyro's breath to destroy them - they'll fly off when Spyro approaches, so you'll have to be fast. Every 20 seconds another bug will appear to replace any that have been destroyed, so you're in for quite a chase.



ORB QUEST 3

Once the bug attractor has been turned on, fly to the ledge where there is another farmer. He'll ask you to clear the route for his tractor, if the Speed Power-Up has been activated. Simply charge through the obstacles that litter the course, to be awarded another precious Orb.



CLOUD TEMPLES

CRYSTALS:400 TALISMAN:None
ORBS:3 ENEMIES:23

ORB QUEST 1

Run up to the red geezer with the wand and flame him. Speak to the little guy. He'll create a bridge for Spyro. Cross the bridge and flame the goats as they run towards you. Hang a left. Destroy the remaining goats and ride the whirlwind to the top level. Proceed through the top level and glide over to the green ledge. From there, kill the red wizard to open the lion gate. Proceed to the next lion gate and do the same. Cross the bridge. Use fire to destroy the goats as they run towards you. Leap the gap and make for the final red wizard. Once he is gone, an Orb will be awarded.

big guy when he enters the castle. Trail him all the way to the top, then move behind the right tree. When he starts running, go for the tree on the left. Then enter the building to get the Orb.

ORB QUEST 3

Go back to the tower with the blue floor. Take a look out of the window and talk to the wizard stood next to the Ice Power-Up. Step through the Power-Up and walk over to the two



ORB QUEST 2

Near the whirlwind is a big bloke standing next to a tree. Speak with him, then hide next to the tree. Follow him to another tree and hide behind it. Leap the chasm and run to the tree one the left. Follow the

pink trolls. Freeze them both, then use their icy bodies to reach the level above. Grab the recharge for the ice, then turn and shoot the troll on the ledge. Quickly jump to the ledge and ice the troll opposite, when he jumps. Stand on the first frozen troll and glide over to the second. Freeze the last troll and jump up to the bell. Do the same for the remaining two bell towers.



METROPOLIS

CRYSTALS:400 TALISMAN:None
ORBS:4 ENEMIES:22

ORB QUEST 1

To complete this quest, you have to locate the inventor. Move into the first corridor and charge at the space cow. Burn her with your fiery breath. Move towards the elevator. Stand in the middle of the yellow circle. Perform the Headbash move. Ride the elevator to the lower level. Circle round behind the space cow with the shield and burn her back. Head up the right-hand steps. Leap the water and run into the circular room. You'll encounter kamikaze bugs here. Use the breath attack to dispose of them. Continue down the passage and ride the two lifts to the surface. Take out the kamikaze bugs. Move to the bridge on the left. Fight your way to the elevator. Get the Orb from the man at the top.

ORB QUEST 2

Go back to where you first encountered the kamikaze bugs. Search the walls for a ladder. Scale it and leap to the high ladder opposite. Talk the robot at the end of the passage. Step

onto the ice and wait for the bull to start chucking bombs down. When he does, use the breath attack to knock them back towards him. Avoid the bombs and keep hitting the bull to get the Orb.

ORB QUEST THREE

After collecting the first Orb, speak to the inventor again. He'll task you with shooting down the invading saucers. Run through the Superfly Power-Up and take to the skies. Use the fireball to nail the saucers as they hover round the level. Take care to avoid their retaliatory fire. Destroy all three saucers to get the Orb.

ORB QUEST FOUR

With the first wave of saucers downed, more arrive to recommence the invasion. Run through the Power-Up again and prepare for battle. This time, five saucers need to be nailed to get an Orb.



BONUS: CANNON SPEEDWAY

The last speedway is located on the lower level of Winter Tundra. Moneybags stings you for 200 crystals to activate it. Once inside, burn all the rams first. When you reach the end of the canyon, spiral round and enter the tunnel to get all the rings. From there, land on the race track and charge the cars from the rear. With them all out of the way, turn your attention to the vultures overhead.

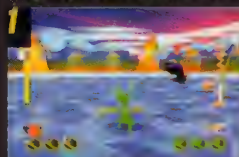
BOSS

Ripto has three deadly lives
Take away all three to win

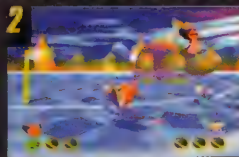
RIPTO'S LAIR

TO DEFEAT THE FINAL BOSS

When you face Ripto you only have basic fireballs. Circle him and wait for Orbs to be chucked in. If three Orbs are collected, a weapon supercharge is awarded. Once his first energy bar has been destroyed, Ripto calls on a mechanical Gulp. On collecting a third red Orb, your super fireball will be active. A third blue Orb supercharges your Horns. Get the green Orb which turns into a grenade projectile. After the mechanical Gulp has been written off, Ripto takes to the skies on a metal bird. Just circle Ripto, firing off shots. Ripto will retaliate by firing homing bolts at you. As long as you don't stay still, they won't hit. Once the bird is destroyed, Ripto will fall to his death.



[1] When on the ground, Ripto will attack with his fireball wand. Leap his attacks and collect the Orbs.



[2] Ripto becomes invulnerable when riding the Mechanical Gulp. Stay on the move and wait for the Orbs to drop in.



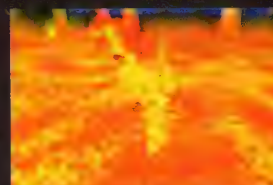
[3] By shooting at Ripto rather than the bird, you will inflict a great deal more damage.

IT'S OVER

This is the end
Praise the Lord!

THE END

Ripto ends his days in a lava bath. A fitting end for the purple-cloaked ponce. Yay! The people of the village rejoice for the valley is once again safe. It doesn't look like Ripto will be back for a sequel.



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GUIDE



1 OR 2 PLAYERS



MEMORY CARD (1)



ANALOG CONTROLLER



DUAL SHOCK COMPATIBLE



MULTI TAP [1-4]

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fun from EA

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'Ere we go, 'ere we go, 'ere we go again!
EA's new **FIFA** game makes its debut and
we **score** with a crowd-pleasing guide.

FIFA 2000

DEFENCE



FREE KICKS

Make sure all three of the opponent's icon players are marked, to prevent him passing/chipping to a team-mate in the clear.

CORNERS

Take control of a defender (preferably not an icon marker) and move him to the middle of the penalty area, ready to pick up any attacker breaking free.

GOALIE RUSH

If an opposing attacker breaks through your defence, hold L1 to bring the keeper out – this gives you a much better chance of preventing a goal than waiting for him to shoot.



PRESSING

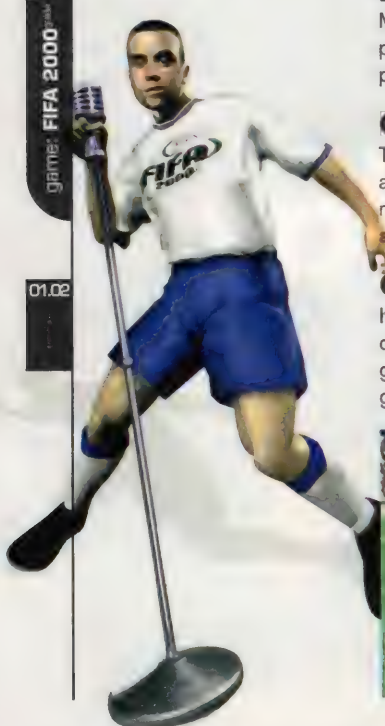
To pressure an opposing player in possession, press L2 to bring your defenders up close. This works well for getting the ball back quickly, as one of your CPU-controlled team-mates will probably make a tackle. Watch out, though: you'll probably be leaving an opposing striker unmarked, so you could get stung by a through ball.

OFFSIDE TRAP

If it looks like an opponent is about to play a through ball from midfield, press R2 to make your defenders rush out to try and catch an opposing forward



offside. You have to time it right though – too late and your opponent will be in the clear. Don't bother using this technique when your opponent is nearer goal.



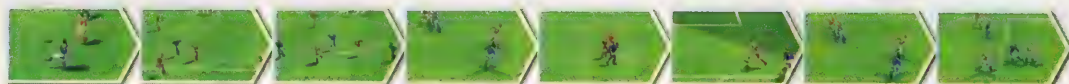
Game: FIFA 2000

01.02

FIFA 2000

GUIDE

ATTACK



GOAL 1: THROUGH BALL

When your passing arrow's green, thread a ball through.



[1] Whilst shielding the ball, the striker draws two defenders out.



[2] Peeling away, he knocks a through-ball to his team-mate, in the clear.



[3] Speed-bursting away from the defence, he slots it past the keeper.

GOAL 2: PASS & TURN

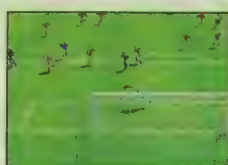
Easy to execute, this is the most common way of scoring.



[1] The midfielder passes it through the gap towards the centre forward.



[2] Collecting it in front of the defender, he speed-bursts to one side.



[3] This creates enough space for a quick shot into the corner.

GOAL 3: CROSS & HEAD

If you can get a good cross in, you'll have a real chance.



[1] Pass it down the wing and speed-burst/spin past the full back.



[2] Cross the ball into the box, but not too near the keeper.



[3] Your striker should then be ready to head it towards the goal.

GOAL 4: ONE-TOUCH PASSING

A more advanced technique, use it to beat tough defences.



[1] The first player passes the ball to an unmarked team-mate.



[2] He immediately passes it back across to another forward.



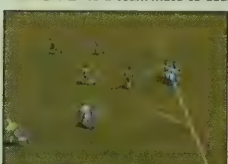
[3] The striker hits a first-time shot past the defender.

GOAL 5: FREE KICK

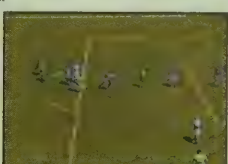
Don't bother shooting – pass it to a team-mate to score.



[1] It's virtually impossible to score with a direct shot towards the goal.



[2] So instead, pass the ball to a team-mate who is waiting to the side.



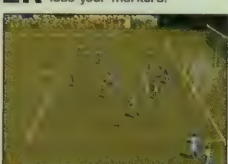
[3] With space, you can knock a quick shot past the keeper.

GOAL 6: CORNER

The trick to scoring is moving to lose your markers.



[1] Press Select to get your players moving around.



[2] Then cross it to the player (△) running to the penalty spot.



[3] Hold O and aim your header into the corner of the goal.

GENERAL



RADAR

You can't always rely on the colour-coded passing arrow to be accurate, so we recommend turning the radar display on, so you can see exactly where your team-mates are positioned, particularly if they're offside.

SKILL MOVES

These are a great way of beating defenders, although it's usually easier just to speed-boost past them. The flashiest skill move is the flickover – great for flicking it over the keeper for a really stunning goal!



IN-GAME MANAGEMENT

It's best to set IGM 1 to a balanced mode of play, and the other two tactics to all-out defence and attack respectively. This will give you good scope for changing your strategy depending on the game situation.

ROBBIE!

To see Robbie Williams in action, select the Special Guests side from the Rest Of The World set of teams. Robbie plays in the number 12 shirt, alongside other celebrities such as Mary Mary from Apollo 440.



COMPETITION

Ten FIFA 2000 albums must be won!

You've played the game, now listen to the album! Virgin Records has just released FIFA 2000: The Album, a double CD packed with 39 top tunes. Naturally, there's a couple of tracks from footy fan Robbie Williams, who appears in the game. Other hits include Bran Van 3000's *Drinking In LA*, Placebo's *Pure Morning*, and Apollo 440's *Stop The Rock*. Of course, there are also a few soccer songs in there, such as *We're On The Ball*, *Herewego Herewego Herewego*, and *Vindaloo*. A nice bonus is the video for Robbie's *It's Only Us*, showing his virtual counterpart in the game.

We've got ten copies of this superb album to give away to lucky readers. To be in with a chance, answer this footballing question.

Q: Which football team does Robbie Williams support?

- a) Manchester Utd
- b) Chelsea
- c) Port Vale
- d) Leeds

Send your answer on a postcard to: FIFA Album Comp, PowerStation, Paragon House, St Peter's Road, Bournemouth BH1 2JS. Closing date: 23 December '99. Usual competition rules apply.



WALK-THRU



1 OR 2 PLAYERS



MEMORY CARD (1)



ANALOG CONTROLLER



ONLINE PLAY COMPATIBLE



OPTIONAL

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Price: £39.99

Format: UK



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55



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NOTE: THIS WALK-THRU WAS COMPLETED ON MEDIUM LEVEL - ON OTHER LEVELS THE LOCATIONS, TIMES AND NUMBERS OF ENEMIES AND ITEMS MAY VARY.

QUAKE II

We've rumbled *Quake II*! Here's the ultimate **earth-shattering** guide to this awesome **shoot-'em-up**: a complete walk-thru with every secret revealed, plus **multiplayer cheat options**.



CONTROLLER (JOYSTICK)



MULTI TAP (1-X)



MOUSE COMPATIBLE

QUAKE II

GUIDE



CHOOSE YOUR WEAPON

You start off with a humble Blaster, but there are much more powerful weapons to collect as you progress through the game.

SHOTGUN

First Found: Mission 1, Stage 1
You get this at the start of the first level, and it proves much better than your Blaster. Its wide-spread blasts make it an ideal weapon for using at close range.



CHAINGUN

First Found: Mission 2, Stage 1
This little baby will tear anything in its way to shreds. The only downside is that it uses up Bullets by the bucketload.



HYPERBLASTER

First Found: Mission 2, Stage 5
Its rapid fire will put a Ready Brek glow around enemies to frazzle them in seconds. It's powered by the Cells you collect.

BFG 10K

First Found: Mission 3, Stage 4
Don't ask what the F stands for - just point, pull the trigger and stand well back. It uses 50 Cells per shot, so save it for bosses.



GRENADE LAUNCHER

First Found: Mission 2, Stage 7
This is great for lobbing shots down at enemies below. Just don't use it in a confined space or you might blow yourself up!



RAILGUN

First Found: Mission 3, Stage 2
A handheld version of the big guns found on battleships, it can take out a row of enemies with one shot. Ammo (Slugs) is scarce though.

MACHINE GUN

First Found: Mission 1, Stage 3
The first rapid-fire weapon, this can make mincemeat of the weaker enemies, but uses up those Bullets at an alarming rate.



ROCKET LAUNCHER

First Found: Mission 2, Stage 7
The ultimate in heavy firepower, this is great for blasting enemies from distance. Use it to quickly destroy those tough Tanks.



SUPER SHOTGUN

First Found: Mission 1, Stage 2
This is twice as powerful as the standard Shotgun, but uses two Shells per shot. Use it at close range to instantly turn enemies into pâté.

THE ENEMIES WITHIN

Those Strogg swine have a multitude of forces up their alien sleeves. Here's a guide to the main enemies you'll face.

LIGHT GUARD

With their weak laser shots, these only pose a threat in numbers. They should be cannon fodder for you on the early levels.



GUNNER

Equipped with a machine gun and grenade launcher, these guys pose a real threat. Kill them before they get a chance.



MUTANT

There are various types of these cybernetic geezers to be found, including dog-like, flying, and spider - nasty.

SHOTGUN GUARD

These guys are more dangerous than their Light counterparts. Try to kill them before they can fire off a shot at you.



BERSERKER

These guys take some killing, but their only weapon is a pointy hand. Shoot them from the safety of ledges or doorways.



FLYER

These hovering spaceships are armed with lasers and razor-tipped wings. Shoot them down as quickly as possible.

MACHINE GUN GUARD

With a burst of rapid fire, these guards can cause you a bit of damage. Luckily, they're dead easy to kill.



IRON MAIDEN

These tough, cybernetic ladies will whip you at close range or fire rockets from distance - after a telltale scream.



ICARUS

The most dangerous flying foes, these winged wonders will blast you with their twin lasers if you're not careful.

ENFORCER

These green-jacketed guys are equipped with machine guns, but much tougher to kill than the standard guards.



GLADIATOR

With a shoulder-mounted railgun, these cyborgs can do great damage to your health. Don't let them lock onto you.



TANK

These large cyborgs are armed with rockets, machine guns, and deadly lasers. Take cover and keep your distance.



WALK-THRU

MISSION 1

STAGE 1 STROGG OUTPOST

ORDERS: FIND ENTRANCE TO STROGG BASE
ENEMIES: 8
SECRETS: 4
NEW ITEMS: SHOTGUN

Head straight down the ravine to drop into the room. Grab the Armour Shards x3 on the left before heading right for the Shotgun (to save ammo, stick with the Blaster for now). Open the door and shoot the Light Guard who approaches. Enter the room and drop into the water either side. Turn around to dive under the walkway for **Secret 1: Armour Shards x2 and Shells x2**. Get back onto the walkway and go through the next door. Enter another door and shoot the Light Guard. Grab the Shells, then blast the dark crate in the far right corner for **Secret 2: Jacket Armour**. Ride the lift



up and turn right for Shells, then head left to the door. Kill the Light Guard behind it, then enter and follow the slopes down to shoot another. Shoot down at the Guard in the room below, then drop in and blast the weak wall by the ladder to find **Secret 3: Shells x2**.

Head back up the ladder and through the right door. Shoot the orange switch above the opposite door to open a side panel, revealing **Secret 4: Adrenaline**. Open the door, ready to shoot two Guards who approach. Go through and down the slope, over the water to claim Armour Shards x3 and Shells on the right. Head back up the slope and up the next to shoot the final Guard. Grab the Shells and Health, then enter the door to the next stage.



STAGE 2 OUTER BASE

ORDERS: LOCATE BASE INSTALLATION
ELEVATOR
ENEMIES: 19
SECRETS: 2
NEW ITEMS: SUPER SHOTGUN

Shoot down to the left at the Light Guard. Head around the left pillar, taking cover to shoot the Shotgun Guard. Collect Health and Shells. Head through the hole and on through the rock arch to find Jacket Armour. Follow the path up, ready to shoot a Light Guard around the corner. Shoot another Guard through the large hole, then head up the sloping bridge to enter it. Shoot down at the three Shotgun Guards before heading down the stairs. Collect the Health, Shells, and Jacket Armour, then head either side of the crates to drop through the hole.

Head over to the blue-tinged room with shallow water. Go right to find a passage leading to the alcove with Secret 1: Health, Shells x2, and Super Shotgun. Return to the main water room and follow it round, past ceiling fan, to a narrow passage. Follow it to another water room. Take cover in the passage as you shoot the Guards up on the left. Head up the left slope. Grab the Health by the crates and take cover there while shooting the Guards through the doorway. When all three are dead, head up through the doorway to find Health x2 behind the crates. Kill two more Guards on the left, grabbing Armour Shards x2.

The door there just leads back to the start, so instead head into the right passage. Turn right at the window, to jump to the ledge in the water room with Armour Shards x4. You can't jump back up to the passage, so head back up the slope to reach it. Past the window, shoot another Guard round the corner. Open the door and shoot another.

Enter the room and grab the Health on the right. Proceed to the right of the stairs and around the passage, shooting a Guard and Machine Gun Guard. Blast a hole in the back wall for Secret 2: Adrenaline. Head back round to the stairs and climb them, ready to shoot a Shotgun Guard round the corner. Now simply proceed around to the elevator. Enter it and hit the red button to reach the next stage.



game: QUAKE II

QUAKE II

HIDE



STAGE 3 INSTALLATION

ORDERS: USE SEWER TUNNELS TO GAIN
ACCESS TO THE COMM CENTRE
ENEMIES: 32
SECRETS: 2
NEW ITEMS: MACHINE GUN

Shoot the Guard hiding behind the left crates, and a Shotgun Guard in the far left corner. Grab the Health on the right crate and the Shells on the ledge. Head up into the passage and shoot the Machine Guard, collecting the Bullets he leaves behind. Equip the Super Shotgun and sneak around the crates, ready to shoot an Enforcer. Shoot a second one, along with Shotgun and Light Guards. Grab the Health in the corner, hitting the red button to open the nearby panel containing the Machine Gun and Bullets.

Snipe the Guard up on the right walkway. Head towards the computer display, shooting a Machine Gun Guard on the right. There's Health x2 on the left if you need it. Head right onto the lift to reach the walkway. Go around to the left for Jacket Armour, shooting another Guard. Continue around the corner, ready to shoot a Guard and Shotgun Guard. Turn around to shoot the Guard who emerges behind you, then enter his alcove for **Secret 1: Quad Damage**.

Continue along the passage, collecting Health on left, to a ledge above the first room. Head round to the left, turning to shoot the Machine Gun Guard on the right. Head over there and onto the narrow girder for Armour Shards x4. Head back to the ledge and collect the Shotgun and Health on the right.

Return to the top of the lift and enter the doorway, shooting a Machine Gun Guard. Grab the Health and enter the next door. Follow the corridor through the next door, ready to shoot a Light Guard in the large chamber. Grab the Health just on the left and snipe the Machine Guard on the right.

Take a run-up and jump from the very end of the broken bridge to reach the far side. Enter the sliding door and follow the passage to a room to shoot a Guard and Enforcer – plus another two enemies through the far window. You need to extend a bridge in this room to proceed here. Return through the sliding doors and head left into the narrow passage. At the end is a door for which you'll need the Blue Key.

Return along the passage and drop into the water by the broken bridge. On the left is a large pipe entrance. Before entering it, head into the left passage. Follow it round and shoot the wall just to the right of the first small archway to find **Secret 2: Super Shotgun and Shells x2**. Head back to the water pool and enter the pipe. Follow it to a room with a Machine Gun Guard and Shotgun Guard. Kill them and collect the Health and Shells. Hit the red button to open the hatch in the floor. Drop down it to enter the next stage.



STAGE 4 COMM CENTRE

ORDERS: LOCATE COMMUNICATIONS DISH
CONTROL ROOM; USE BLUE-KEY CARD TO
RE-ENTER ALIEN BASE INSTALLATION
ENEMIES: 38
SECRETS: 2

Drop down at the end of the pipe and shoot the Light Guard on the right. Grab the Super Shotgun, Shells, and Health. Enter the passage, ready to shoot the pair of Shotgun Guards around the corner. Drop into the water and swim under the stairs for **Secret 1: Quad Damage**. Climb back out and collect the Health and Shells, then head into the left alcove for Bullets. Return to the room and open the door, ready to shoot a Guard and his Dog. Head to the far side to shoot a Shotgun Guard and collect Health x2. Head down either slope and shoot the end wall to open it. Head into the passage for **Secret 2: Shells and Bullets x2**. Return up to the room and go up the stairs and

ROCKET JUMP

Occasionally, there may be a pick-up on a ledge slightly too high for you to jump onto. In this case, you can use a Rocket-jump: aim your Rocket Launcher straight down and press jump and fire simultaneously to be blown high into the air. Obviously it hurts, though.

▼ Dive into the pool near the start of the stage to find the first secret under the stairs: Quad Damage.



shoot the two Guards. Collect Shells, Health, Bullets, and Jacket Armour.

Head up the slope and through the door. Open the next door and shoot an Enforcer and Shotgun Guard. Avoid the sludge pool and go through the door, shooting the Shotgun Guard round the corner. Through the next door are two more Guards, including a Machine Gunner, so blast 'em. Enter the room



TOP TIP

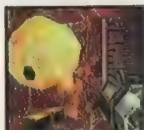
If you own a PlayStation mouse, use it: you'll be able to aim much quicker and more accurately than with the joypad.

TOP TIP

By strafing in one direction and turning in the other, you can circle foes while blasting them continually.

TOP TIP

When facing tough enemies, take cover behind walls and pillars, strafing out to shoot at them. This is essential when up against Tanks.

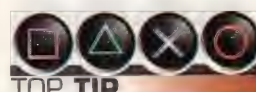


WALK-THRU



TOP TIP

Sometimes you need to revisit a location – and you might not be able to collect the secret until you come back later; for example, Defence Command. Check our walk-thru for details.



TOP TIP

The BFG 10K is a marvellous weapon, but it uses 50 Cells per shot, so save it for the very toughest enemies.

and shoot another Guard on the right. Head left up the stairs (the door requires the Blue Key to unlock it, so come back later) and blast the napping Guard, then snipe the one above. Watch out for an Enforcer on the left as you enter. Collect Shells x2, then ride the right lift up. Blast the Guard just on the left, then grab Health x2.

Enter the door and blast the Guard. Through the next is an Enforcer and a ledge above the sludge pool room. Head right, ready to shoot two more Guards. Grab the Health and enter the next door to a short corridor. Through the next door, be ready to shoot an Enforcer just to the left.

Follow the passage to a window: you can either smash it to enter the room, or proceed along the passage. We recommend the latter: shoot the Dog around the corner, then the napping Guard and his two mates. Collect Health and Shells x2, before proceeding to the door.

Open the door to take pot-shots at the Gunner and Enforcer. Once they're goners, enter and head to the computer console on the far side to reveal the Blue Key-Card on the right. Head back to the ledge above the sludge pool room and take a running jump to the stack with the Jacket Armour on it.

Drop down and go through the door to the short corridor. When the open the next one, there are now Flyers circling above, so shoot them down. Enter the blue door to a short corridor. Through the next door, shoot a Guard on the right. Grab the Shells and shoot the three pesky Machine Gun Guards lurking in the left room. Snipe the Gunner up to the right (watch out for his grenades), then grab the Shells and Health. Take the right lift up and grab Health before entering the door to return to the Installation, which you will now be able to complete.

STAGE 5 INSTALLATION(2)

ORDERS: LOCATE ENTRANCE TO DETENTION AREA

Enter the door and shoot the Gunner on the left, then step onto the floor switch to extend the bridge in the adjoining room. Head left through the door and follow the passage back to the chamber with the broken bridge. Shoot down the flying aliens there, then head through the sliding door on the right.

Through the next door, cross the new bridge and collect the Health. Enter the door and shoot the Guard on the right. Continue to a room, ready to shoot an Enforcer and his buddy. Kill a Gunner and Machine Guard in the right passage, then head through it to find, Shells, Health, and Jacket Armour. Return to the previous room and enter the elevator to complete the mission.



MISSION 2

STAGE 1 DETENTION CENTRE

ORDERS: INFILTRATE THE SECURITY COMPLEX

ENEMIES: 22

SECRETS: 2

NEW ITEMS: CHAINGUN, GRENADES,
POWER SHIELD

Turn around and strafe into the left and right corridors to shoot two Enforcers. Collect Health and Shells in corners of room, then take either corridor to the next passage and grab Grenades. Watch out for the Tank at the end of the passage though – avoid his deadly plasma blasts and grenades. Take cover in left or right doorway, strafing into the passage to shoot at him – to save ammo, use the Blaster. When he's finally croaked, go through and drop off the left side of the stairs, into the shallow water. Look left to find Invulnerability – grab it, then quickly make your way through the water and up the bank for the Jacket armour. Still invulnerable, head for the control room to kill the Gladiator and Enforcer. Grab the



Yellow Key and head upstairs to exit through the door.

Head back up the stairs to where you shot the Tank, and enter the left door to a short corridor. Open the next door and head either side, to find a Berserker – retreat to the doorway and you'll be able to shoot him at leisure, as he can't make it over the shallow pit! Go through either passage again, to shoot up at the Enforcer on the ledge. Once he's dead, proceed into the large chamber, to lure another Enforcer – best to retreat to the doorway again. Collect the Bullets he leaves, then return to the large chamber. Head up the

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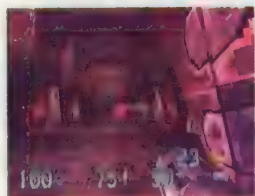
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WALK-THRU



▲ Press the red switches to open all the cells, to collect goodies and finally stop those prisoners moaning!

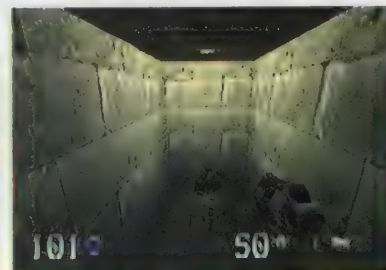


far stairs to find yellow beams barring the way. Snipe the Berserker on the opposite ledge. Return downstairs and two Enforcers will be released – take cover behind the doors again. When they're gone, open the right door and shoot the sitting-duck Berserker. Enter and ride the lift up, turn around and blast the wall to reveal **Secret 1: Jacket Armour**. After collecting it, jump back to the ledge and go to the computer on the left, to deactivate the yellow laser beams. Jump over to the right ledge for the Chaingun and Bullets.

Drop down and head left to enter the lit door, leading to a short corridor. Enter the next door and a blue passageway. Chuck a Grenade to the right to kill the Berserker there. Enter the right room and go up the stairs to shoot the Berserker. Turn around to blast the Berserker on the ledge, then shoot the orange switch behind him to open a narrow passage to your left. Enter it for **Secret 2: Mega Health**.

Go back down the stairs and hit the red button, then head right to collect the Quad Damage. Quickly head right to the long cells room and blast the two Gunners as you head for the far passage. Head round either side, quickly shooting the Gunner, two Enforcers, and Gladiator. Return to the long room and hit the red switches to open all six cells: there's Bullets, Shells, and Health in three of them – the others contain those moaning prisoners whom you can finally shut up!

Return to the room where you just killed the Gunners and Enforcers. Go to the far right corner (opened panel) for Health and hit the red button. Turn left and hit the button by the left door to open it. Go inside and down the slope to find the Power Shield and Cells. Head back up and over to the opposite door to complete the stage.



STAGE 2 SECURITY COMPLEX

ORDERS: LOCATE THE SECURITY PYRAMID.
FIND BOTH OF THE KEYS NEEDED FOR ACCESS
ENEMIES: 32
SECRETS: 1

Open the door to blast the two Enforcers, then enter and grab the Shells and Health in the near corners. Head up the stairs and enter the door. Through the next is another Super Shotgun. Continue down for Health, then snipe into the room to kill the three Gunners – but watch out for their grenades. Enter and shoot down at two more Gunners below – or drop a Grenade on them. Go downstairs and grab the Jacket Armour from under the stairs, and the Bullets from the corners. Going through either doorway at the end, open the door to find the Pyramid – but first you'll need to find the two Keys.

So head back to the room and up the stairs to enter the door. Go through the next and kill the Gunner. Collect the Bullets he leaves, then hit the computer to disable the security lasers. Make your way back to the first room in the level, then turn right to enter the door. Go through the next door and kill the Enforcer, and Berserker round the corner. Grab the Health x2 and Shells x2, then shoot the right wall before the exit passage to reveal Secret 1: a Chaingun. Head through the corridor to the next chamber, turning left to blast the Enforcer there. Enter and turn around to snipe the Enforcer high above. The lift is currently inoperative, so grab Bullets and Health before entering the next door. This leads to the Guardhouse...

STAGE 3 GUARD HOUSE

ORDERS: FIND RED PYRAMID KEY
ENEMIES: 37
SECRETS: 1

Through the door, blast the two Shotgun Guards, then two more above. Open the cells and blast the moaning prisoners, collecting Shells x4 and Health x2. Ride the lift up and collect Bullets x2 and Shells. Follow the passage to the next room and shoot down at the two Machine Gun Guards. Blow open the wall behind them and shoot the Flyers, then collect the Health from the alcove. Follow the narrow ledge round for Grenades. Shoot the corner behind them to open a panel – enter it for **Secret 1: Cells x2**. Continue around the narrow ledge for Armour Shards. Drop down and head downstairs to the door. Through the next, blast the two Machine Gun Guards and Shotgun Guard.

Drop down to the left and blast another Machine Gun Guard, then drop into the water for Quad Damage. Enter the doorway where you shot the Guard, ready to kill a Gunner and his Dog. Blast open the right door and kill the Guard to claim some Health. Return outside and enter the next doorway to kill another Machine Gun Guard and his Dog.

Watch out for the crumbling floor in the middle, which drops you onto spikes. Drop down the ladder in the far right corner to find Jacket armour. Back up the ladder, enter the next door to an empty room. Through the next, shoot two Machine Gun Guards, then a Shotgun Guard and his Dog above. Grab the Cells, then ride the lift up. Follow the corridor, collecting more Cells. Be ready to blast a Dog through the next door.



Grab the Bullets, then head left to shoot the Guard around the corner. Grab the Cells and shoot the Guard who is waiting around the next corner – watch out for the Dog on the right. The door just goes back to the top of the water, so instead head right. Grab Health and shoot the Guards in the room. Grab Cells, Health, and Shells. Shoot the dark crate for Mega Health – grab it and head down the slope.

Follow the rocky passage to the next outdoor area. Blast the Gunner and Guard, then the Tank, taking cover to avoid his shots. Collect Jacket Armour and Bullets x3. Head down the stairs, ready to kill a Guard and Gunner – lob a Grenade down, if you prefer. Follow the passage there to find a stash of Shells, Jacket Armour, and Health. Head back upstairs and up the steps onto the dais to hit the red button to remove the forcefield in the doorway. Head over there and shoot the Machine Gun Guard. Follow the passage and head up the stairs, dispatching two more Shotgun Guards, to claim the Red Pyramid Key. Now make your way back through the level, taking that door to the area above the water – shoot the two Flyers there. Continue back to the start of the level to revisit the Security Complex.



TOP TIP

Ammo is often scarce, so save it by taking out sitting-duck Berserkers with the Blaster from the safety of a ledge or doorway.



TOP TIP

If you find yourself on a ledge above tough enemies, use the Grenade Launcher to bombard them, by bouncing your shots off walls.

QUAKE II

GUIDE



STAGE 4 SECURITY COMPLEX (2)

ORDERS: ENTER THE TORTURE CHAMBERS

Shoot the two Flyers and Tank on the ledge above – duck under it to avoid his fire. Head through to the next room and kill the Enforcer. Follow the corridor back round to the start. Head down the opposite stairs for the Bullets and enter the door. Through the next, shoot the Enforcer, then follow the passage to kill another. Flick the switch in the alcove (you turned off the security beams earlier) to form a bridge across the lava. Take cover in the passage as you blast the two Icaruses. Cross the bridge and enter the door.

Head down the first set of stairs and snipe at the Tank below. Once he's a goner, head down there and shoot an Enforcer. Grab the Bullets, plus more and Health up in the alcove. Collect Health and Bullets as you enter the next door, leading to the Torture Chambers...



STAGE 5 TORTURE CHAMBERS

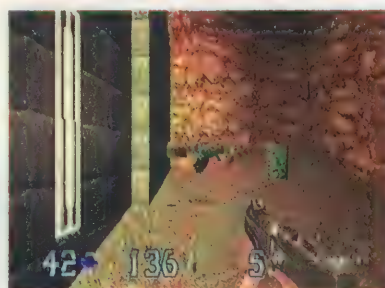
ORDERS: FIND THE PURPLE PYRAMID KEY

ENEMIES: 32

SECRETS: 1

NEW ITEMS: HYPERBLASTER

Follow the passage round to a large room with a Tank – snipe at him from the passage. Once he's dead, head for the far end and round to the right to blast a Guard and claim Health, Shells, and Bullets x2. Head back and round to the left to shoot another Guard, to find the HyperBlaster and Cells. Return to the room and step onto the blue switch, then the lift to ride it down.



Enter the door, heading along the passage to the next one. Head down the stairs and shoot the Gunner, then the one on the walkway above. Head downstairs and round to the left for Shells, then enter the door on the right. Head through to the Cell Block: shoot the Gunner on the ground, then snipe up at the Tank. Open the cells: the third one contains a weak wall – blast it for **Secret 1: HyperBlaster and Health x2**.

Continue round to the left and ride the lift up, ready to blast a Gunner. Grab Grenades and take the next lift up. Follow the passage round to the next room, where a Tank awaits. Snipe at him from the passage, retreating whenever he stands still to fire. Grab the Security Pass on the left, then exit via the door. Collect Shells x2, Jacket Armour, Cells x2, and Health. Through the next door, shoot the Gunner and the prisoner under the circular saw.

Exit left to a short passage which leads back to the room with all the doors. Drop to the middle level and enter the left door. Through the next door is a large chamber with a cage high above. Shoot the Gunner, then head round to the left and step on the blue switch to lower the cage. Blast



the prisoner out of the way and collect the Purple Pyramid Key. Hit the red button on the wall, then take the lift down. Keep away from the Spider Mutant and blast it till it's splattered. Grab the Cells and exit via the door. Head up the stairs to return to the doors room, shooting another Gunner there. Now head back through the level, shooting a couple more Guards, to revisit the Security Complex.

◀ Dispose of the Tank, then head around the outside left and right for goodies before taking the lift down.

▲ Shoot the back wall of this cell to reveal a secret alcove with Health and HyperBlaster.

◀ Step onto the blue floor switch to lower the cage containing a prisoner and the Purple Pyramid Key.





WALK-THRU

STAGE 6 SECURITY COMPLEX (3)

ORDER: LOCATE SECURITY GRID ENTRANCE
BENEATH THE PYRAMID
NEW ITEMS: BANDOLIER

Shoot another Enforcer, then head back upstairs to the bridge. Cross it and follow the passage back to the start. Enter the opposite door and follow the path back to the courtyard with the Guard House entrance. You can now take the lift up and collect Bullets, Health, and Jacket Armour. Enter the door to a short passage, then the next one, to reach the high ledge above where you shot the four Gunners. Go through the next two doors and turn right to shoot the three Enforcers. Through the next door are two Icaruses to shoot down. Collect Health x2, Bullets, and Shells x2, being careful not to fall off into the lava. Open the next door and shoot the Enforcer to claim the Bandolier, which lets you carry more Bullets.

Return to the ledge above the Gunners room and drop down. Drop to the floor and enter the door leading to the Pyramid. Hit the control panel to open it up. Drop down the hole into the air stream, ready to blast the Guard and his Gladiator mate. Collect Bullets, Health, and Shells before exiting through the door and taking the lift down.



STAGE 7 GRID CONTROL

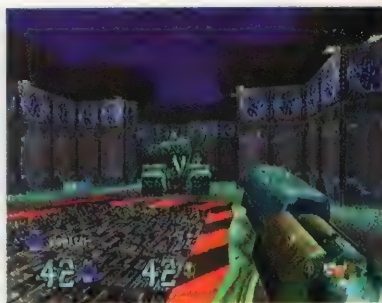
ORDERS: SEEK AND DESTROY THE
SECURITY GRID CONTROL CPU
ENEMIES: 10
SECRETS: 2
NEW ITEMS: GRENADE LAUNCHER,
ROCKET LAUNCHER

Collect Bullets x2 and Shells from corners, then head upstairs. Time your run past the pulsing laser beams to claim the Grenade Launcher. Kill the two Shotgun Guards who appear from the right passage, then dash past the other pulsing laser beams for Jacket Armour. Enter the passage and grab Grenades from the left and Rockets from the right. Proceed to



TOP TIP

You can sometimes get enemies to kill each other. Try taking a pot shot at a group of them, then retreating while they lay into each other!



the next passage and shoot the Guard. Collect Grenades and Rockets & Health from either end, then proceed to the next passage. If you dare, dash for the Shells and Bullets behind the pulsing beams – but it's not really worth it. Instead run past the beams in either outer passage to reach Health x2 and the lifts at the back.

Take either lift up to reach a rectangular passage with two 'Tanks' patrolling it. Concentrate on destroying one, then the other, blasting from distance. If they get either side of you, just leg it past one. When they're both dead, a large explosion destroys most of the middle section, revealing a tracked Tank Commander. Take cover



behind the remaining pillars, blasting him with the Grenade Launcher. When he eventually snuffs it, blast the left and right outer walls to open two panels for **Secrets 1 & 2**.

Drop down the hole in the middle of the yard. Shoot the two Shotgun Guards by the pipes, then head either side and take the lift up. Flick the switch to reveal the power source. Avoiding its beams, blast it until it blows. Kill the Guard who comes through the deactivated forcefield. Then head in there to shoot another, but DON'T hit the Exit button yet! Instead jump up the ladder on the back side of its pillar to reach the ledge for Rocket Launcher and Rockets.

MISSION 3

STAGE 1 POWER PLANT

ORDERS: LOCATE THE ENTRANCE TO
THE REACTOR CORE
ENEMIES: 19
SECRETS: 3
NEW ITEMS: COMBAT ARMOUR

First off, shoot the Gunner behind the red lasers. Either shoot down at the Spider Mutant, or drop down there to kill him. Then proceed around the back to shoot two Gunners. Hit the red button to deactivate the red lasers, then drop down the ladder. Take running jumps over the two sludge pools. Go through the door and take the lift up to find the Red Key. Ride the lift back down and head back over the sludge pools. Climb the ladder back to the start and ride one of the lifts up to the top.

Cross the bridge and go through the door. Follow the lit corridor to the next door and open it to blast the sitting-duck Berserker. Shoot the rocket-firing Iron Maiden to the right, then shoot the wall behind her to reveal **Secret 1: Quad Damage**. Head over to the

opposite wall and shoot it for **Secret 2: Combat Armour**. Head down either staircase and kill the Spider Mutant and two Gunners. Blast the far left weak wall and shoot the Iron Maiden inside. **Enter it for Secret 3 – take the lift up to the Red Key door. Open it and blast the Iron Maiden and Berserker, to claim the Combat Armour and Shells.**

Return through the door and down the lift, then enter the opposite door. Shoot the Berserker and collect the Rocket Launcher and Rockets. Blast the crates for Health, then enter the next door. Follow the passage to the next door and open it to shoot the Spider Mutant and Berserker. Collect the various goodies, then time your drop into the left hole, when the fire-draft's just disappeared.

Shoot the two Iron Maidens, then hit the green button on the pillar to deactivate the yellow lasers. Grab the Health and Bullets, then take the lift up, ready to battle two Icaruses. Once dealt with, take the lift up to enter the door to the next stage.



QUAKE II

GUIDE

STAGE 2 THE REACTOR

ORDERS: LOCATE THE REACTOR CORE AND DISABLE ITS SAFETY MECHANISM
ENEMIES: 34
SECRETS: 1
NEW ITEMS: RAILGUN, BODY ARMOUR

Kill the two Gunners and Gladiator. Collect all the goodies from the walkways either side. If you've got ammo for the Grenade Launcher, lob shots down at the two Gladiators below to kill them (easier from here than down below). Head along the left walkway and enter the door (the other is locked).

Through the next door, be ready to battle an Iron Maiden and Gunner. With them dispatched, head down the stairs and turn to shoot the Gunner coming from the opposite passage. Drop down to the floor and turn around to find the glowing green Data CD in the alcove. Immediately watch out for two Iron Maiden up above. Once they're dead, enter their alcove for Grenades and Body Armour. Then blast the Gunner and Gladiator below. Drop down and grab Health and Slugs from the right alcove, then head for the far the passage. Turn left to blast another Gladiator, grabbing the Slugs from his dead body. Enter the door to a short corridor. The next door leads to the floor of the level start, where you grenade the two Gladiators (you did, didn't you?).

Enter the left door, ready to blast a Gunner and Gladiator. Shoot the central pillar behind them to open a panel in it. Collect the Health and Bullets in the corners before entering it. Climb up the ladder for **Secret 1: Body Armour and Railgun**. Open the secret door behind the latter to return to the top of the starting room. Head right to enter the door to a short corridor.

Shoot the Berserker through the next door, and the Iron Maiden on the left.



Snipe up at the Iron Maiden on the high ledge. Now comes the tricky part: you have to get past the alternating laser beams – don't run for it, just time small steps forward just as the beam ahead is about to disappear. There's a couple of Berserkers waiting for you at the other end. Collect the Health on the left, then snipe at the Iron Maiden up on the left ledge. Take the right lift up to the ledge, ready to blast the two Flyers which come through the roof. Head along the walkway, grabbing the Health on the left of the pillar. Continue round to find more Health and Bullets. Hit the button to take the lift down, ready to blast the Gunner at the bottom.

Collect Shells x2 on the right, avoiding the deadly water. Exit via the door and follow the corridor. Through the next door, blast the dozy Berserker and the Gladiator on the far side. Flick the button on the left to deactivate the forcefields. Drop down and exit through the right door (the one by the Gladiator is jammed). The corridor leads back to the room with the secret pillar panel. Exit by the next door, to the bottom of the starting room.

Enter the far door to a corridor. Through the next door you'll find Cells, Slugs, and Grenades x2. Opening the sliding door, be ready to blast a Flyer and Iron Maiden. Collect Bullets x2 by the right pipes, before following the next passage. Shoot the Iron Maiden in the final room, before dropping into the hole.



STAGE 3 TOXIC WASTE DUMP

ORDERS: FIND AND ACTIVATE THE COOLANT PUMPS
ENEMIES: 26
SECRETS: 2

Collect Health x2, Bullets, and Rockets. Enter the next room and blast the Gladiator and Gunner. Jump right over the sludge for the HyperBlaster and Cells x2. Jump back and follow the passage, shooting another Gunner. Kill the two Berserkers round the corner – lure them back to the passage, which they can't enter. Exit the passage again and blast the left grating on the right wall, revealing a Gladiator. Blast him, then enter his alcove for Secret 1: Health and Rockets x2.

Head through the sliding door to a corridor. The next door leads to another sludge room: shoot the Iron Maiden, then another up on the right ledge. Grab Grenades, and Cells and Health from the far corner, then head right to take the lift up. Enter the next door to a corridor. Be ready with the Railgun to blast the Tank through the next door. Shoot the Gunner up on the ledge, then head right on the ground, ready to shoot a Gunner. Snipe up at the Tank on the walkway, then collect Health, Shells, and Bullets.

Return to the previous room and back your way up the stairs – when the secret panel opens below, use your Grenade Launcher to dispose of the two Gunners. Head back down there to collect Health x2, then return up before riding it up. Collect Grenades, Bullets, Cells, and Health before heading down the passage to enter the door.



Follow the passage to another door. On opening it, be ready to kill the Gladiator and Iron Maiden on the other side. Collect Health x2, then cross the bridge. Drop onto the right ledge, then head down the side of the sludge slope. Run through the sludge tunnel (hurting you slightly) to find Secret 2: Body Armour. Run back through the sludge tunnel, then head back up the slope to the ledge. Drop down by the door and retrace your route around the level to the high bridge.

This time, enter the door at the end, to the piston room. Open the next door, turning left to shoot a Gladiator. Follow the passage round the corner to meet another, followed by two Gunners. Kill them all, then proceed to the end of the passage. Turn left and blast the broken bar, then enter the alcove. Collect Health x2, Cells, and Bullets, then hit the red button to blow up the ledge opposite, revealing the passage below. Use the Grenade Launcher to lob a couple of shots into it, luring out two Icaruses. Take cover behind the crates as you shoot them down.

Drop into the passage (it'll hurt) and collect Health and Shells x2. Follow the passage to a room with two Gunners. Dispose of them, then grab Bullets, Shells, and Health before heading upstairs to the exit.



WALK-THRU

STAGE 4 PUMPING STATION

ORDERS: FIND AND ACTIVATE THE COOLANT PUMPS

ENEMIES: 25

SECRETS: 1

NEW ITEMS: BFG 10K

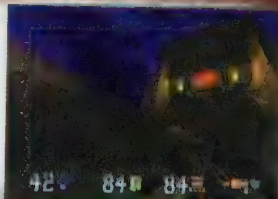
Through the door is another Railgun, but be ready for the two Gunners and Shotgun Guard who come to investigate, followed by a Gladiator and Shotgun Guard. Round to the right you'll find some Health, but watch out for another Gunner coming down the right stairs. Heading up there, you'll find a couple more. Grab the Cells, then exit through the door.

Take the lift up and turn around to open the door. Blast the two Guards in the large chamber, then grab the Cells, Bullets, and Health. Kill the two Berserkers who come down the slope (you can retreat to the passage to shoot them in safety).

Now go up the slope and shoot the Guard in the far right corner. Now look up at that large cracked pipe – shoot it to blow it open. Jump up the crates, collecting Mega Health, and into the opened pipe. Follow the shallow water passage round to a pool and shoot down two Flyers. Grab Health x2 and ride the lift up. Collect Cells x2, then drop down the right hole, into another water passage. Follow to a pool and shoot down two more Flyers.

Jump out onto the left slope and make your way up. Blast the Tank over the way, then look up at the structure on the left to see an orange switch. Shoot it to open the panel on the left, revealing Secret 1: the BFG 10K! Exit through the door and follow the winding passage.

Go through the door and into the right passage to kill a Guard and grab Health x2 and Bullets. Return to the ledge for Grenades x2, then drop into the room where you killed the Berserkers. Head up the slope and through the door in the far right corner. Opening the next door, be ready for two Berserkers, Gunner, and Guard. Turning right, you'll also face a Tank and Gunner. (If you want the Body Armour on the crates, you'll have to Rocket-jump via the single crate.) Enter the pump room and hit the red button on the right, then grab all the goodies before exiting through the sliding door.



STAGE 5 PUMPING STATION 2

ORDERS: PROCEED TO THE SECOND PUMP

ENEMIES: 27

SECRETS: 4

NEW ITEMS: ENVIRONMENT SUIT

Enter the door and collect Cells, then follow the passage, shooting the Gunner on the slope. He's followed by two Berserkers. Once they're dealt with, turn around and reverse up the slope so you can blast the Gunner on the ledge. At the top of the slope, collect Health and Bullets, then follow the path round. Watch out for the Gunner to the right of the Health x2. The left door's locked, but shoot the wall to right of it and it'll open to reveal **Secret 1: Body Armour**.

Head right along the passage to collect the Armour Shards and blast another Gunner. Continue through the next two doors, ready to face a Tank in the pump room. Shoot the Machine



Guard above, then collect Health x2. Round to the left, hit the red button, then blast the drum-shaped plinth to blow a hole in the floor. Shoot down through it at the Gunner and Guards below, before dropping in. Shoot the greenish sloping wall there to blow open a secret passage – jump into it to find **Secret 2: Invulnerability**. Quickly exit and follow the passage right to kill the three Gunners at the end. Climb up the ladder and head right around the ledge for Bullets and Shells. (For the Body Armour to the left of the ladder, you'll need to Rocket-jump – or later, head through the tunnel by the sludge pool to the left of the Flyer alcove.)

Drop down and enter the small, dark door. Jump over the sludge and enter the next door. Shoot the Flyers, then grab the Health and climb the ladder. Turn right and make your way around the narrow ledge above the sludge passage to find **Secret 3: Adrenaline and Environment Suit**. Head back along the

sludge passage and back through the door. Return all the way to where you dropped through the hole. Continue to the lift and ride it up to the control room. Collect Shells x2 and the Green Key, then drop back into the pump room.

Exit and make your way back to the previously locked door, which you can now open. Shoot the Berserker through the next door. Proceed round to the left to blast the Guard and collect Armour Shard on the right. Retreat from the deep sludge pool and head right, blasting Guards, Berserker, and Gunner. Collect Health and head down the slope for the Environment Suit – a Flyer will burst from the panel above. Shoot it down, then grab Health x2 and Rocket-jump up onto the ledge to enter its alcove for **Secret 4: Health and Rockets**. Drop back down and head up the slope and right to the deep sludge pool. Cross it (you can dive down for Quad Damage if you really want), then blast the remaining enemies and head upstairs to the exit.

STAGE 6 WASTE DISPOSAL AREA

ORDERS: RETURN TO THE REACTOR

ENEMIES: 7

SECRETS: 1

NEW ITEMS:

Open the door, ready to face a Tank and Berserker. When they're dead, go down and collect Cells, Bullets, and Health. Drop down below for Rockets and Health x2, climbing back up the ladder. (For the Mega Health on the crates, you'll have to Rocket-jump via the single crate.) Head up the slope for Jacket Armour, killing the Berserker by the pillars. On the left you'll find Cells x2, Health, and Environment Suit – quickly dive into the sludge pool on the right, swimming round to the next small pool. Shoot the orange switch above the bars to open them for Secret 1: Railgun. Quickly swim back and climb the ladder to get out. Now hit the red button behind the pillars to create a walkway above the sludge pool. Head over it and through the door.

Through the next door, collect Slugs and shoot the Berserker on the right. Round the next corner, by the Health, you'll encounter a Gladiator and two Guards. Once they're dead, continue to the bridge. Jump to the left rock for Jacket Armour, then back. Collect Slugs and Health before exiting.

STAGE 7 THE REACTOR (2)

ORDERS: RETURN TO THE REACTOR; FIND A WAY INTO THE DEFENCE INSTALLATION

Shoot the Gunner just on the left. Collect Health and Cells, then follow the tunnel to drop down the hole. Shoot the Flyer, then exit through the left door. Head through the next two doors to reach the floor of the large chamber. Continue through the next door and round the pillar, through the next two doors, to the core room. Take the right lift up to find the formerly jammed door is now open. Kill the Gladiator and two Berserkers, then enter the room and collect the Health. Enter the large lift on the left to complete the mission.



TOP TIP

Don't use Grenades or Rockets at close range – the explosion will also cause you damage.

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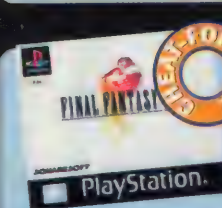
Gran Turismo
0906 2223304



Gran Turismo 2
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Final Fantasy VII
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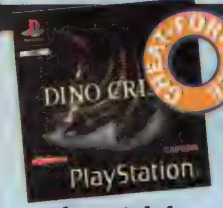
Final Fantasy VIII
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Dino Crisis
0906 2223002



FIFA 2000
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Multitap
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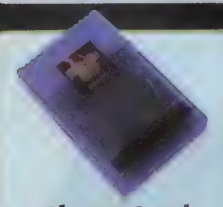
24 Meg Memory Card
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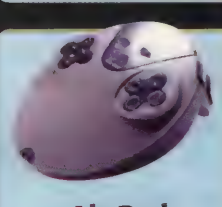


Recoil Light Gun & Reload Pedal
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If you have to cheat you might as well do it properly. Not only is this card pre-loaded with 100s of top cheats, it also finds new ones!



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Unique Motion Reflex Technology responds to every movement - now you can lean into bends and twist your way out of trouble.



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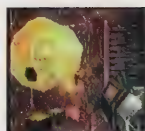
This fantastically priced wheel features many programmable features - including wheel-mounted F1 style gear shifter and die-cast metal pedals.

There's loads more PlayStation stuff available than listed here. Just listen to the Dial-a-Game™ service for full details.

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dial A game™





WALK-THRU

MISSION 4

STAGE 1 DEFENCE COMMAND

ORDERS: LOCATE AND DESTROY THE LASER GRID CONTROL COMPUTERS

ENEMIES: 21

SECRETS: 1

Exiting the lift, you'll soon face two Tanks around the large structure. As before, avoid getting surrounded by them – if you do, leg it past one (you could go through the door to fire at them from the passage). Round the back of the large structure you'll find Cells x3, then exit through the door. Follow the winding passage to the next door. Through it you'll find two Gunners. Once they're dead, head through the right door (the other's locked) to a blue corridor.

Through the door, head right for Rockets, Cells, and Health. Deal with the two patrolling Tanks and Machine Gun Guard – take cover in the first passage. Head into the left passage and ride the lift up. Kill the two Gunners, then head left around the ledge to collect Combat Armour and Armour Shards – note the door with the red lasers. Head round to the opposite passage and enter the door.

Through the next door is a large chamber: blast the Gunner, then take cover behind the right computer screens while shooting the Tank. Head through the left door and follow the passage to a room with two Guards. Blast the side walls to destroy the computers – you'll find Cells in the left one. Return along the passage and head right, back the way you came. Round the other side of the ledge, the red lasers have gone, enabling you to enter the door leading to the next stage (you'll return here later).



the left door and kill two Iron Maidens and a Dog Mutant (watch out for his laser). For fun, access the computers by the operating tables to make lasers cut up the bodies. Head through the right door, blasting an Iron Maiden and prisoner in the passage.

Through the next door, turn right to blast a Tank. Round the corner is another Dog Mutant: kill him to collect his Cells. Hit the left computer to disable Level 1 security, then go right for Health x2, Cells, and HyperBlaster. Return through the passage to the previous room, then back into the earlier passage and through the opposite door. Collect Health and open the next door to shoot a Dog Mutant. Round to the left are two ordinary Dogs. Head through the next door, collecting Health, and hit the red button to open the doors. Take the lift (wait till it's raised) down to floor 2.

Through the door, quickly blast another Tank. Collect Health and Shells, then head left to where the moaning prisoners are. Shoot the Dog Mutant who appears, then hit the computer to unlock the maintenance bridge. Return to the passage and through the left door, collecting Health. Follow the passage through another door and shoot the Dog



below, then the one on the right. Approach the edge to make the bridge appear. Head onto it and turn left to jump to the ledge with the red button, to get Level 2 clearance. Jump back and shoot through the opposite bars to the orange switch to open the observation cell. Continue left and jump left to the next button for Level 3 clearance.

Head back along the bridge and right to enter the observation cell for **Secret 2: Quad Damage**. Cross the bridge and grab Health on the left before entering the door. Grab Shells and shoot the Dog in the passage. Collect Health and Slugs, then open the next door, ready to shoot a Tank on the right. Collect Cells and hit the left computer to activate the prisoner disposal tubes. Shoot the two Dogs on the right as you proceed to the next door.

Follow the passage and hit the red button, then take the lift back up to floor 1 and the original passage. Take the right door, then the next right door, and retrace your route to the previous lift, taking it down to floor 2. Follow the passage and open the first door on the right, shooting the Dog. Follow the passage to a lift and take it up, ready to shoot a Dog Mutant. Follow the passage to the repair room and shoot the Dog. Collect the Commander's Head on the left. Now head back via the lifts to the short corridor with three doors. Watch out as you enter the middle one – two Iron Maidens pop up. Continue along the passage to the original room, where a Tank has appeared. Blast him, then exit through the door, back to Defence Command.

STAGE 2 RESEARCH LAB

ORDERS: LOCATE THE REPAIR FACILITY AND STEAL THE COMMANDER'S HEAD YOU FIND THERE

ENEMIES: 30

SECRETS: 2

Shoot the prisoner in the first room, then blast the cracked left glass panel. Kill the prisoner inside, and the Dog coming from the left. Head through the small left tunnel to find **Secret 1: Body Armour and Grenades x2**. Blast the prisoner behind the glass, then head back to the first room. Grab Health x2 and hit the computer on the right – be ready for the two Dogs coming through the door. Once they're dead meat, head into the passage to kill an Iron Maiden. Reverse towards the Quad Damage, ready to blast the Dog who appears from the panel – containing Health.

Grab the Quad Damage and proceed around the passage, killing another Iron Maiden. The first door's locked, so enter the second one, collecting Health. Enter



▲ For a laugh, access the computers by the tables to make the lasers cut up the prisoner corpses.



STAGE 3 DEFENCE COMMAND (2)

ORDERS: LOCATE THE ENTRANCE TO THE GRAVITY BOOSTER AREA

Through the door, proceed around the ledge to the opposite door. Follow the passage to the circular room and enter the opposite door, collecting Quad Damage. Head along the passage to the next door. Kill the Gunners round to either side, collecting Grenades, then use the Grenade Launcher on the two Tanks below. Enter the right passage and ride the lift down to the floor. Collect Cells, Bullets, and Shells before returning up on the lift and exiting through the right door (don't worry about the secret – you'll be back here again later).



QUAKE II

GUIDE



STAGE 4 GRAVITY BOOSTER

ORDERS: ELIMINATE THE GUARDIAN;
USE ITS ANTIMATTER CORE TO
DESTROY THE GRAVITY BOOSTER
ENEMIES: 16
SECRETS: 0

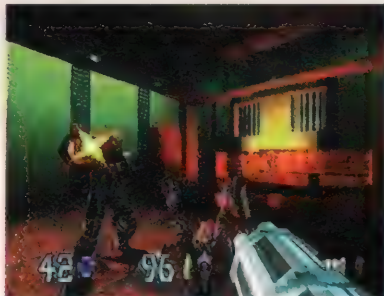
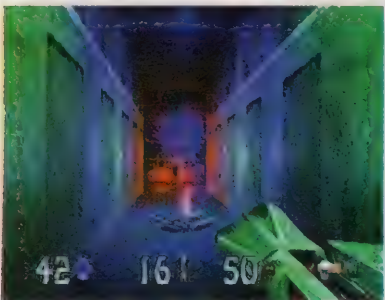


Shoot the Gunner and climb the crates for Combat Armour. There's Health to the left of the entrance if you need it.. Through the sliding door, blast the Tank on the right, then take care of the Gunner on the left ledge. Take the lift (to the right of the entrance) up there and grab the Health – at which point the floor explodes. Shoot the Flyers, then drop back down. You can jump into the sludge pool for the Adrenaline if you want, climbing out via the ladder.

Enter the door opposite the entrance (the other's locked). Follow the passage to the next door and enter it. Grab the Slugs and Grenades, then step onto the platform to ride it down the slope. Go through the door and follow the passage.

The next door leads to a large chamber. inhabited by the Guardian. A large two-legged robot, it's relatively easy to kill: just keep circling behind it and blasting with the Rocket Launcher. When it croaks, it leave behind the A-M Bomb. Around the room, you'll find Health x5, Rockets x2, and Combat Armour. Enter the passage to the right of the entrance door to find a glowing teleporter – step into it.

Kill the two Gladiators on either side of the large structure, before heading down either slope. Collect the Health on either side, then take a lift up and blast a Gladiator. Up the stairs, grab the Rockets and shoot a Gladiator if he approaches. Once you've placed the bomb in the middle, quickly enter the glowing



teleporter before the core blows.

Shoot the two Gunners, then grab Rockets, Health, and that elusive White Key. Head upstairs to return to the room with the sludge pool. Go through the right door, then exit back to Defence Command.

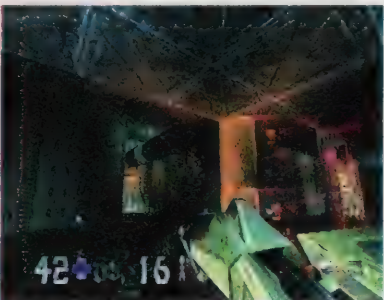
STAGE 5 DEFENCE COMMAND (3)

ORDERS: LOCATE UNIT EXIT AND
KILL ALL RESISTANCE
NEW ITEMS: AMMO PACK

Head left and take the lift down to the floor. Head left into the passage and through the door. The blue corridor leads back near the start of the level: take the second door to another blue corridor.

Through the next door, head left to take the lift up. Turn right into the passage to enter the door. The next one leads back to the circular room – where a Flying Mutant bursts through the floor! Take cover behind the computer screens as you blast it.

Once it's debris, drop into the hole for Shells x2 and Ammo Pack. Exit via the blue panel, back to the room with three doors. Head left and retrace your route back to room with the hole. This time, enter the right door (using the White Key). Follow the corridor to a new room: blast the Guards, collecting Slugs x2, then destroy the Tank (you can dive into the pool for Quad Damage if you dare). Take the stairs up either side for Health x2. Heading toward the exit door, look left to see some cracked glass. Blast it open and dive into the water for **Secret 1: Bullets x2 and Cells x2**. Climb back out and go through the door to find the mission exit – collect Health before leaving.



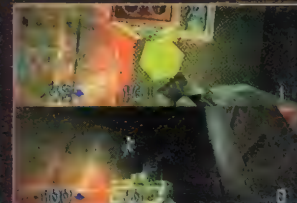
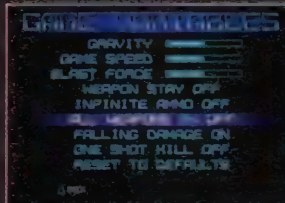
CHEATS

Extra multiplayer options can be yours
But you have to complete the one-player mode first.

MULTIPLAYER CHEATS

Completing the game in Single Player mode will unlock extra options for Multi Player mode. Depending on which difficulty level you achieved it on, you'll get a different selection: Easy = Bronze, Medium = Silver, Hard = Gold. Save the file to a memory card, then Load Settings in a Multiplayer Game for extra Game Variables options...

BRONZE: WEAPON STAY, ONE SHOT KILL
SILVER: BRONZE OPTIONS PLUS GAME SPEED, BLAST FORCE
GOLD: SILVER OPTIONS PLUS INFINITE AMMO, ALL WEAPONS



MISSION 5

STAGE 1 INNER CHAMBER

ORDERS: PURSUE MAKRON THROUGH THE INNER CHAMBER
ENEMIES: 14
SECRETS: 0

Collect Health x2, Rockets x2, and another Rocket Launcher. Destroy the Tanks either side, then head down either staircase. Go up to the door, then stand well back as it's destroyed by lasers. On the other side are two Gladiators – use the Grenade Launcher through the doorway. Once they're dead, enter and collect Health, Combat Armour, Grenades, and Rockets x3 from the alcoves either side. Around the back is another Tank to bust.

Enter the back passage and collect Health x2, then hit the button to take the lift up. Through the door, shoot the Iron Maidens on the other side, then collect Health x2 and Grenades x2. Hit the buttons at the end of each narrow bridge. This removes the forcefield from the tube by the entrance, so you can take its lift up to a large room with Makron at the end. He disappears as you approach. Step onto each of the floor switches in turn, avoiding lasers, then blast the Flyers which appear. This eliminates the lasers guarding the buttons on the far wall. Hit them both, then go up the steps to the teleporter.

STAGE 2 FINAL SHOWDOWN

ORDERS: TERMINATE MAKRON; FIND AND ACTIVATE
SELF-DESTRUCT MECHANISM

ENEMIES: 2
SECRETS: 0

Look behind you for Combat Armour. Head left up the slope for Cells x2. Follow the passage to a wide corridor with Grenades x4 and Shells x4 (and a locked door). Return to the start and head up the other slope for Cells x2. Proceed round to a wide corridor with Bullets x4. Enter the red lift and ride it up. There are lots of goodies around the outside of the large chamber, but watch out – there's also a huge Guardian with a BFG! Obviously, take cover behind the pillars, popping out to blast him with Rockets etc. If you run out of ammo, hit the two blue floor switches and head down the slope for lots of Bullets and Rockets. When the Guardian finally explodes, out pops Makron himself, ready to blast you with his laser, railgun, and BFG. Keep your distance and take cover behind the pillar, as before, blasting him with your best weapons. You'll have to knock him down several times before he croaks it.

When he does, the place starts rumbling. Head down either lift and round to the locked door you saw earlier. Go through it and follow the corridor to another door. Through it, head right through the opening door and hit the computer to activate the self-destruct mechanism. Now head down the stairs to find the awaiting transport craft. Head right to the console to drive it out of there.



GUIDE



1 OR 2 PLAYERS



MEMORY CARD (1)



ANALOG CONTROLLER



DUAL SHOCK COMPATIBLE



MULTI TAP (1-4)

Publisher: Electronic Arts

Price: £39.99

Platform: UK

WCW MAYHEM

If you want to be king of the ring, wrestle with our champion guide. We've got the **best special moves**, all the **hidden wrestlers**, and a load of cheat codes.

game: WCW MAYHEM

01.08



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entertaining
wrestling game...

55



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PLAYSTATION MAG.

WCW MAYHEM

GUIDE

SOLVED

The Code Cruncher is here with cracking codes. Enter these on the Pay-Per-View screen for various effects.

CHEAT CODES

If you've got the wrestling skills of an artistic graying, you might want to try out these handy cheats.

UNLOCK HIDDEN WRESTLERS

Enter **PLYHDNGYS** as a Pay-Per-View password. A message will indicate that it's worked.

SPECIAL AREA SELECT

Enter **CBCKRMS** as a Pay-Per-View password to unlock all the hidden rooms. Use the Match Rules screen to choose which room you fight in. When the match begins, get out of the ring and head for the entrance: both wrestlers will then leave and continue their fight in the hidden room.

DOPPELGANGER SELECT

Enter **DPLGNGRS** as a Pay-Per-View password. You can then select the same wrestler for each player (and CPU opponent) in Main Event matches.

BIONIC CREATED WRESTLERS

Enter **MKSPRCWS** as a Pay-Per-View password. Go to Create Wrestler and you can set all his abilities to maximum.

QUEST CHEAT ENABLED

Enter **CHT4DBST** as a Pay-Per-View password to activate the Quest cheat. In Quest For The Best mode, just simply tap \triangle on the D-pad repeatedly to rise up the rankings.

CLASSIC NITRO SETTING

Enter **PLYNTRCLSC** as a Pay-Per-View password. Then choose 'Nitro' at the ring selection screen.

MASKED REY MYSTERIO JR.

Enter **MSKDLTRY** as a Pay-Per-View password. Select Rey Mysterio Jr and he'll be masked.

TRANSFORM BILLY KIDMAN

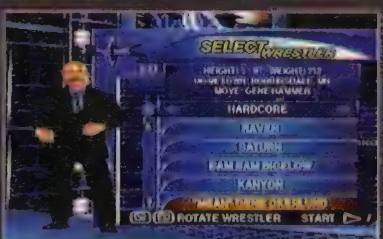
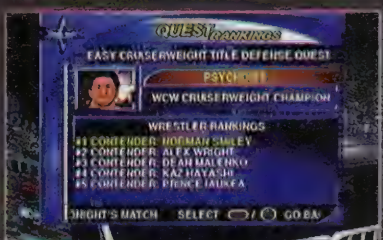
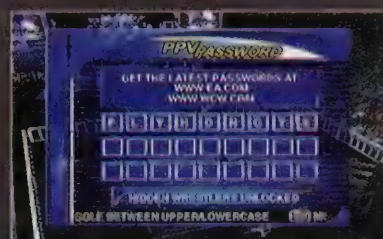
Enter **NGGDYNLN** as a Pay-Per-View password. Select Kidman and he'll appear as a fat wrestler with glasses, earrings, and a skull T-shirt!

STAMINA METER

Enter **PRNTSTMN** as a Pay-Per-View password. Replaces momentum meter with one showing stamina.

MOMENTUM METER

Enter **PRNTMMNTM** as a Pay-Per-View password. Restores original momentum meter.


SOLVED

Find out how to throw your weapon into the ring. And how to flush your opponent down the toilet!

SECRET STUNTS

THROW WEAPON INTO THE RING

When your wrestler is out of the ring and right next to the apron (the bit outside the ropes) with a weapon in his hand, and the opponent is in the ring, just press **L2** to throw your weapon in. Then climb into the ring and quickly pick it up before your opponent does!



FLUSHED

A Mr G Michael sent us this strange tip... In the Bathroom backstage room (see the Special Area Select cheat in the Cheat Codes box, to find out how to get there), Irish Whip (press **R1** during a grapple) an opponent into one of the urinals to trigger the sound of it flushing!



GUIDE

REGULAR WRESTLERS

Printing a complete list of every wrestler's moves would have taken up most of the magazine! So here's a selection of their trademark and special moves.

KEY:

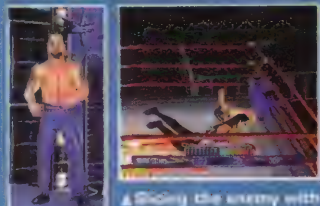
TB = TURNBUCKLE (CORNER POST)

FU = FACE UP

FD = FACE DOWN

DIAMOND DALLAS PAGE

Height: 6'5"
Weight: 255 lbs.
Home Town: Jersey Shore, NJ
Special:
Diamond Cutter (Flashing, Grapple) ■
Bulldog (Grapple behind opp) ▲
Heavy Drop (Opp: top TB, Opp: down) ▲



▲ Sliding the enemy with a Diamond Cutter.

MACHO MAN RANDY SAVAGE

Height: 6'1"
Weight: 260 lbs.
Home Town: Saratoga, FL
Special:
Running Powerslam (Flashing, Grapple) ■
Macho Elbow (Opp: top TB, Opp: down) ■
STF (Opp: down FD) ▲



▲ Macho Man hits hard with his Elbow Drop.

GOLDBERG

Height: 6'4"
Weight: 265 lbs.
Home Town: Tulsa, OK
Special:
Junkyard Dog (Flashing, Grapple) ■
Boston Crab (Opp: down FD) ▲
Spine (After Irish Whip) ■



▲ Goldberg hits hard with his Jackhammer.

STING

Height: 6'3"
Weight: 252 lbs.
Home Town: Venice Beach, CA
Special:
Melt Down (Flashing, Grapple) ■
Scorpion Death Lock (Opp: down FU) ▲
Singer Slam (Opp: top TB, Opp: down) ▲



▲ Wrapping up with a Scorpion Death Lock.

BOOKER-T

Height: 6'3"
Weight: 258 lbs.
Home Town: Houston, TX
Special:
110th Street Slam (Flashing, Grapple) ■
Carnal Clutch (Opp: down FD) ▲
Rolling (Opp: down FU) ▲



▲ Booker-T starts his 110th Street Slam.

BRET 'HIT MAN' HART

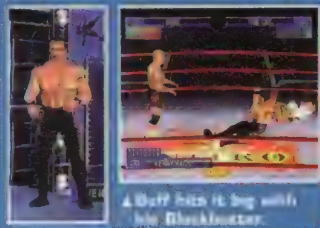
Height: 6'0"
Weight: 255 lbs.
Home Town: Calgary, Alberta
Special:
Nuclear Kick (Flashing, Grapple) ■
Sharpshooter (Opp: down FU) ▲
Spunk (After Irish Whip) ■



▲ Bret aims low with his Sharpshooter.

BUFF BAGWELL

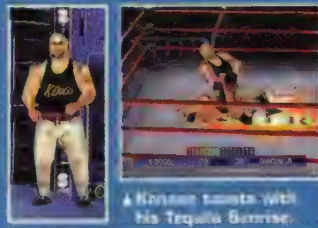
Height: 6'1"
Weight: 347 lbs.
Home Town: Mexico, OR
Special:
Buff Backbreaker (Flashing, Grapple) ■
Carnal Clutch (Opp: down FD) ▲
Pie Outburst (After Irish Whip) ■



▲ Buff hits it big with his Backbreaker.

'K-DOGG' KONNAN

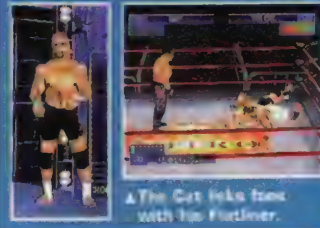
Height: 6'2"
Weight: 251 lbs.
Home Town: Miami, FL
Special:
Belly Drive (Flashing, Grapple) ■
Tequila Sunrise (Opp: down FU) ▲
Gimme-Six (Opp: down FU, Opp: down FD) ■



▲ Konnan toasts with his Tequila Sunrise.

ERNEST 'THE CAT' MILLER

Height: 6'2"
Weight: 325 lbs.
Home Town: Dallas, TX
Special:
Flatliner (Flashing, Grapple) ■
Backbreaker (Opp: down FU) ▲
Boston Crab (Opp: down FU, Opp: down FD) ▲



▲ The Cat feels time with his Flatliner.

CURT HENNING

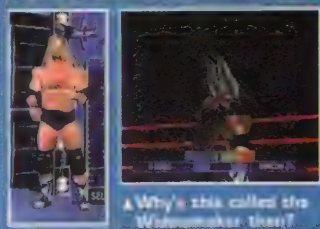
Height: 6'2"
Weight: 255 lbs.
Home Town: Mound, MN
Special:
Henning Plex (Flashing, Grapple) ■
Boston Crab (Opp: down FU) ▲
Big Knees Drop (Opp: top TB, Opp: down) ■



▲ Curt goes for his special Henning Plex.

BOBBY DUNCUM JR

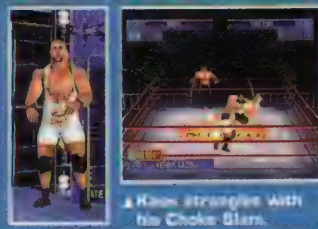
Height: 6'4"
Weight: 325 lbs.
Home Town: Austin, TX
Special:
Whodunnit (Flashing, Grapple) ■
Toxic Downfall (Opp: down FU) ▲
Grapple Downfall (Opp: down FD) ▲



▲ Why's this called the Whodunnit then?

KENNY KAO

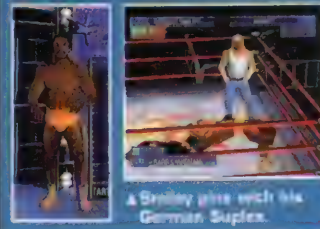
Height: 5'11"
Weight: 264 lbs.
Home Town: Pittsburgh, PA
Special:
Choke Slam (Flashing, Grapple) ■
Backbreaker (Opp: down FU) ▲
Spunk (After Irish Whip) ■



▲ Kao struggles with his Choke Slam.

NORMAN SMILEY

Height: 6'2"
Weight: 335 lbs.
Home Town: Liverpool, England
Special:
German Suplex (Flashing, Grapple) ■
Scorpion Deathlock (Opp: down FU) ▲
Backbreaker (Opp: down FD) ▲



▲ Smiley goes with his German Suplex.

WRATH

Height: 6'2"
Weight: 272 lbs.
Home Town: Harrisburg, PA
Special:
Melt Down (Flashing, Grapple) ■
Carnal Clutch (Opp: down FU) ▲
Big Knees Drop (Opp: top TB, Opp: down) ▲



▲ Wrath goes down with his Melt Down.

WCW MAYHEM

GUIDE

HORACE

Height: 6'4
Weight: 250 lbs
Home Town: Milford, CA
Special:
Underhook Powerbomb (Flashing, Grapple) ■
Camel Clutch (Opp down FD) ↑ + ▲
Spinebuster (After Irish Whip) ▲



▲ Horace slams down another Powerbomb.

SCOTT NORTON

Height: 6'3
Weight: 250 lbs
Home Town: Minneapolis, MN
Special:
Powerbomb (Flashing, Grapple) ■
Lion Tamer (Opp down FU) ↑ + ▲
Camel Clutch (Opp down FD) ↑ + ▲



▲ Norton's Powerbombs causes much pain.

STEVIE RAY

Height: 6'3
Weight: 250 lbs
Home Town: Hickory, NY
Special:
110lb Street Stomp (Flashing, Grapple) ■
Backbreaker (Opp down FD) ↑ + ▲
Belly To Belly Suplex (After Irish Whip) ■



▲ From a grapple, the 110lb Street Stomp.

HOLLYWOOD HOGAN

Height: 6'7
Weight: 275 lbs
Home Town: Venice Beach, CA
Special:
Running Powerslam (Flashing, Grapple) ■
Running Leg Drop (Opp down FU/FD) ↑ + ▲
Asian Choke (Opp down FD) ↑ + ×



▲ Hogan slams down with his Leg Drop.

SCOTT STEINER

Height: 6'2
Weight: 290 lbs
Home Town: Bay City, MI
Special:
Powerbomb (Flashing, Grapple) ■
Steiner Recliner (Opp down FD) ↑ + ▲
STH (Opp down FD) ↑ + ×



▲ The famous Steiner Recliner hold.

'BIG SEXY' KEVIN NASH

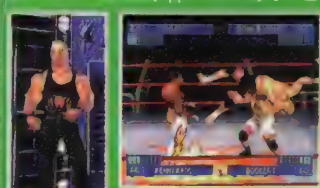
Height: 7'1
Weight: 357 lbs
Home Town: Phoenix, AZ
Special:
Jackknife Powerbomb (Flashing, Grapple) ■
Boston Crab (Opp down FD) ↑ + ×
Spinebuster (After Irish Whip) ▲



▲ Nash performs his Jackknife Powerbomb.

LEX LUGER

Height: 6'4
Weight: 270 lbs
Home Town: Atlanta, GA
Special:
Gorilla Press (Flashing, Grapple) ■
Torture Rack (Grapple behind opp) ■
Lion Tamer (Opp down FU) ↑ + ▲



▲ From behind, Luger's Torture Rack.

DISCO INFERNO

Height: 6'1
Weight: 240 lbs
Home Town: Atlanta, GA
Special:
Chart Buster (Flashing, Grapple) ■
Camel Clutch (Opp down FD) ↑ + ▲
Big Knee Drop (Opp down TB, Opp down FD) ■



▲ Disco hits home with his Chart Buster.

CHRIS BENOIT

Height: 5'10
Weight: 220 lbs
Home Town: Edmonton, Alberta
Special:
Powerbomb (Flashing, Grapple) ■
Crippler Crossface (Opp down FD) ↑ + ▲
Figure 4 Leglock (Opp down FU) ↑ + ▲



▲ Benoit's infamous Crippler Crossface.

DEAN MALENKO

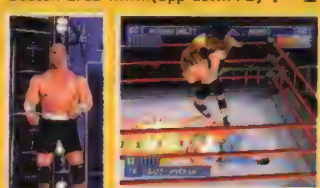
Height: 5'9
Weight: 215 lbs
Home Town: Tampa, FL
Special:
Pump Handle Suplex (Flashing, Grapple) ■
Texas Cloverleaf (Opp down FU) ↑ + ▲
Flip Gutbuster (After Irish Whip) ×



▲ Malenko ties up with the Texas Cloverleaf.

STEVE 'MONGO' MCMICHAEL

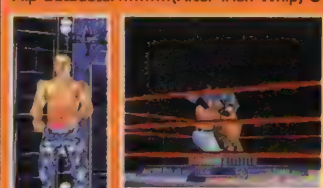
Height: 6'2
Weight: 251 lbs
Home Town: Austin, TX
Special:
Powerslam (Flashing, Grapple) ■
Lion Tamer (Opp down FU) ↑ + ▲
Boston Crab (Opp down FD) ↑ + ▲



▲ Mongo mashes foes with his Powerslam.

REY MYSTERIO JR

Height: 5'6
Weight: 165 lbs
Home Town: San Diego, CA
Special:
Hurricanrana (Flashing, Grapple) ■
Boston Crab (Opp down FD) ↑ + ×
Flip Gutbuster (After Irish Whip) ●



▲ Mysterio locks onto his Hurricanrana.

KIDMAN

Height: 5'11
Weight: 195 lbs
Home Town: Allentown, PA
Special:
Hurricanrana (Flashing, Grapple) ■
Shooting Star Press (On top TB, Opp down) ●
Boston Crab (Opp down FD) ↑ + ×



▲ Kidman's amazing Shooting Star Press.

EDDY GUERRERO

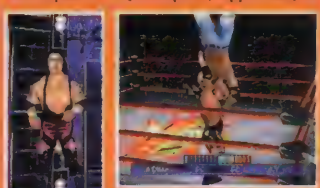
Height: 5'9
Weight: 205 lbs
Home Town: El Paso, TX
Special:
Hurricanrana (Flashing, Grapple) ■
Frog Splash (On top TB, Opp down) ●
Crippler Crossface (Opp down FD) ↑ + ×



▲ From the TB, Eddy tries a Frog Splash.

JUVENTUD GUERRERA

Height: 5'5
Weight: 165 lbs
Home Town: Mexico City, Mexico
Special:
Juvi Driver (Flashing, Grapple) ■
Figure 4 Leglock (Opp down FU) ↑ + ×
450 Splash (On top TB, Opp down) ●



▲ Guerrero unleashes his Juvi Driver.

PSYCHOSIS

Height: 5'10
Weight: 200 lbs
Home Town: Tijuana, Mexico
Special:
Hurricanrana (Flashing, Grapple) ■
Guillotine Legdrop (On top TB, Opp down) ●
Camel Clutch (Opp down FD) ↑ + ▲



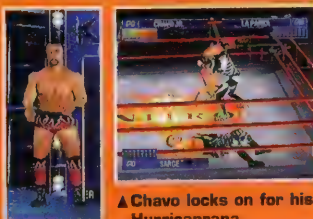
▲ From the TB top, the Guillotine Legdrop.



GUIDE

CHAVO GUERRERA JR

Height: 5'10
Weight: 205 lbs
Home Town: El Paso, TX
Special:
Hurricanrana(Flashing, Grapple) ■
Boston Crab(Opp down FD) ↑ + ▲
Flip Gutbuster.....(After Irish Whip) ×



▲ Chavo locks on for his Hurricanrana.

LA PARKA

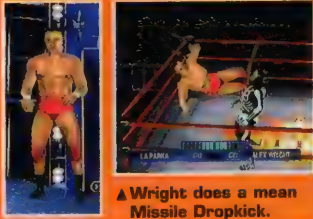
Height: 5'8
Weight: 221 lbs
Home Town: Mexico City, Mexico
Special:
Hurricanrana(Flashing, Grapple) ■
STF.....(Opp down FD) ↑ + ×
Spinebuster(After Irish Whip) ●



▲ La Parka launches into a Hurricanrana.

ALEX WRIGHT

Height: 6'3
Weight: 223 lbs
Home Town: Berlin, Germany
Special:
German Suplex.....(Flashing, Grapple) ■
Missile Dropkick(On top TB, Opp standing) ●
Boston Crab.....(Opp down FD) ↑ + ▲



▲ Wright does a mean Missile Dropkick.

KAZ HAYASHI

Height: 5'6
Weight: 160 lbs
Home Town: Tokyo, Japan
Special:
Hurricanrana(Flashing, Grapple) ■
Kazsault.....(On top TB, Opp down) ●
Figure 4 Leglock ..(Opp down FU) ↑ + ▲



▲ Now that's what I call Kazsault and battery.

LIZMARK JR

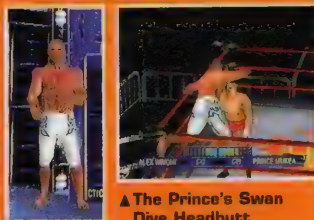
Height: 6'2
Weight: 220 lbs
Home Town: Acapulco, Mexico
Special:
Hurricanrana(Flashing, Grapple) ■
Texas Cloverleaf(Opp down FU) ↑ + ▲
Shooting Star Press (On top TB, Opp down) ●



▲ Lizmark leaps into a Hurricanrana.

PRINCE IAUKEA

Height: 5'10
Weight: 212 lbs
Home Town: Honolulu, HI
Special:
Hurricanrana(Flashing, Grapple) ■
STF(Opp down FD) ↑ + ×
Swan Dive Headbutt(On top TB, Opp standing) ●



▲ The Prince's Swan Dive Headbutt.

RAVEN

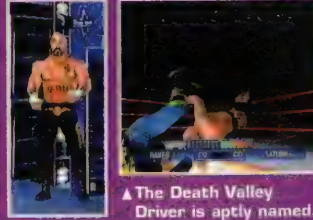
Height: 6'2
Weight: 259 lbs
Home Town: Short Hills, NJ
Special:
Evenflow DDT(Flashing, Grapple) ■
STF.....(Opp down FD) ↑ + ×
Carnel Clutch.....(Opp down FD) ↑ + ▲



▲ Raven administers an Evenflow DDT.

SATURN

Height: 5'10
Weight: 250 lbs
Home Town: Boston, MA
Special:
Death Valley Driver (Flashing, Grapple) ■
Rings Of Saturn.....(Opp down FD) ↑ + ▲
STF.....(Opp down FD) ↑ + ×



▲ The Death Valley Driver is aptly named.

KANYON

Height: 5'3
Weight: 244 lbs
Home Town: Jersey Shores, NJ
Special:
Flatliner(Flashing, Grapple) ■
Crippler Crossface (Opp down FD) ↑ + ×
Log Jump.....(On top TB, Opp standing) ●



▲ Canyon flattens a foe with his Flatliner.

HIDDEN WRESTLERS

Here's how to unlock the host of hidden wrestlers in the game, along with a selection of their best moves.

KEY:
QFTB = QUEST FOR THE BEST MODE
TB = TURNBUCKLE (CORNER POST)
FU = FACE UP
FD = FACE DOWN

RICK STEINER

Height: 5'11
Weight: 280 lbs
Home Town: Bay City, MI
Unlock: Win QFTB with any wrestler on Hard level.
Special:
Powerslam(Flashing, Grapple) ■
Figure 4 Leglock ..(Opp down FU) ↑ + ▲
Camel Clutch.....(Opp down FD) ↑ + ×



▲ Rick Steiner powers into a Powerslam.

BARRY WINDHAM

Height: 6'5
Weight: 263 lbs
Home Town: Sweetwater, TX
Unlock: Win QFTB with a non-Cruiserweight wrestler on Medium level.
Special:
Powerbomb(Flashing, Grapple) ■
Superplex(Opp lifted onto TB) ▲
Camel Clutch.....(Opp down FD) ↑ + ×



▲ From the TB, the Superplex hits hard.

SGT BUDDY LEE PARKER

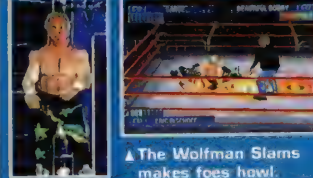
Height: 5'9
Weight: 242 lbs
Home Town: Atlanta, GA
Unlock: Win QFTB with any wrestler on any level.
Special:
Crucifix Powerbomb (Flashing, Grapple) ■
Texas Cloverleaf.....(Opp down FU) ↑ + ▲
Big Knee Drop.....(On top TB, Opp down) ●



▲ Sarge throws his Crucifix Powerbomb.

'BEAUTIFUL' BOBBY EATON

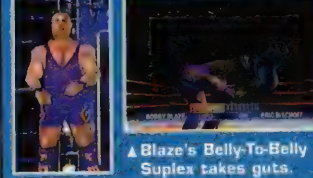
Height: 6'0
Weight: 233 lbs
Home Town: Huntsville, AL
Unlock: Win QFTB with a Cruiserweight wrestler on Easy level.
Special:
Death Valley Driver (Flashing, Grapple) ■
Wolfman Slam.....(On top TB, Opp down) ●
Camel Clutch.....(Opp down FD) ↑ + ×



▲ The Wolfman Slams makes foes howl.

BOBBY BLAZE

Height: 6'1
Weight: 222 lbs
Home Town: Charlotte, NC
Unlock: Win QFTB with a non-Cruiserweight wrestler on Easy level.
Special:
Belly-To-Belly Suplex (Flashing, Grapple) ■
Figure 4 Leglock ..(Opp down FU) ↑ + ▲
Sleeper Hold(After Irish Whip) ●



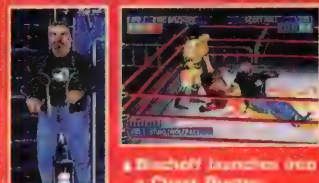
▲ Blaze's Belly-To-Belly Suplex takes guts.

WCW MAYHEM

GUIDE

ERIC BISCHOFF

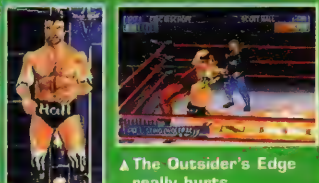
Height: 5'9
Weight: 185 lbs
Home Town: Minneapolis, MN
Unlock: Win QFTB with a non-Cruiserweight wrestler on Hard level.
Special:
Chart Buster(Flashing, Grapple) ■
STF(Opp down FU) † + X
Backbreaker(Opp down FU) † + ▲



▲ Bischoff launches into a Chart Buster.

SCOTT HALL

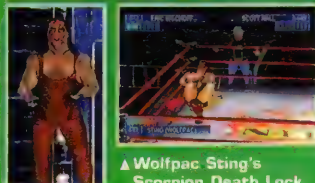
Height: 5'7
Weight: 185 lbs
Home Town: Minneapolis, MN
Unlock: Win QFTB with any wrestler on Hard level.
Special:
Outsider's Edge(Flashing, Grapple) ■
Boston Crab(Opp down FU) † + X
Choke(After Irish Whip) ●



▲ The Outsider's Edge really hurts.

WOLFPAC STING

Height: 6'3
Weight: 252 lbs
Home Town: Venice Beach, CA
Unlock: Win QFTB with any wrestler on Hard level.
Special:
Melt Down(Flashing, Grapple) ■
Scorpion Death Lock(Opp down FU) † + ▲
Stinger Splash(Opp lying on TB) Run, ▲



▲ Wolfpac Sting's Scorpion Death Lock.

'NATURE BOY' RICK FLAIR

Height: 6'1
Weight: 245 lbs
Home Town: Charlotte, NC
Unlock: Win QFTB with a non-Cruiserweight wrestler on Hard level.
Special:
Flatliner.....(Flashing, Grapple) ■
Figure 4 Leglock.....(Opp down FU) † + ▲
Rings Of Saturn(Opp down FU) † + ▲



▲ Nature Boy's fancy Figure 4 Leglock.

'DOUBLE A' ARN ANDERSON

Height: 6'0
Weight: 249 lbs
Home Town: Minneapolis, MN
Unlock: Win QFTB with a Cruiserweight wrestler on Hard level.
Special:
Gourd Buster.....(Flashing, Grapple) ■
Figure 4 Leglock.....(Opp down FU) † + ▲
Crippler Crossface (Opp down FU) † + ▲



▲ Arn goes for a Gourd Buster - ouch!

CHRIS JERICHO

Height: 6'2
Weight: 225 lbs
Home Town: Calgary, Alberta
Unlock: Fight in all 13 backstage rooms in QFTB.
Special:
Death Valley Driver (Flashing, Grapple) ■
Lion Tamer(Opp down FU) † + ▲
Camel Clutch(Opp down FU) † + X



▲ Jericho takes time with his Lion Tamer.

LASH LEROUX

Height: 5'11
Weight: 195 lbs
Home Town: Baton Rouge, LA
Unlock: Win QFTB with a Cruiserweight wrestler on Medium level.
Special:
Melt Down(Flashing, Grapple) ■
Lion Tamer(Opp down FU) † + ▲
Moonsault(On top TB, Opp down) ●



▲ Lash leaps into his Moonsault.

BAM BAM BIGELOW

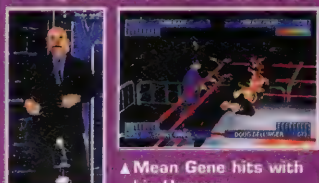
Height: 6'3
Weight: 358 lbs
Home Town: Asbury Park, NJ
Unlock: Win QFTB with a non-Cruiserweight wrestler on Medium level.
Special:
Greetings from Asbury Park(Flashing, Grapple) ■
Boston Crab(Opp down FU) † + ▲
Moonsault(On top TB, Opp down) ●



▲ Greetings From Asbury Park.

'MEAN' GENE OKERLUND

Height: 5'9
Weight: 212 lbs
Home Town: Robbinsdale, MN
Unlock: Win QFTB with a non-Cruiserweight wrestler on Hard level.
Special:
Gene Hammer(Flashing, Grapple) ■
Boston Crab(Opp down FU/FD) † + ▲
Shooting Star Press(On top TB, Opp down) ●



▲ Mean Gene hits with his Hammer.

SONNY ONOO

Height: 5'5
Weight: 155 lbs
Home Town: Osaka, Japan
Unlock: Win QFTB with any wrestler on Easy level.
Special:
Running Nose Powerslam
Boston Crab(Opp down FU/FD) † + X
Tornado DDT(Opp lying on TB) ●



▲ Sonny snivels with his Running Nose.

DOUG DELLINGER

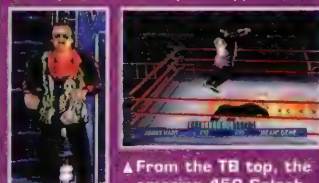
Height: 6'2
Weight: 260 lbs
Home Town: Raleigh, NC
Unlock: Win QFTB with a Cruiserweight wrestler on Hard level.
Special:
Powerbomb(Flashing, Grapple) ■
Boston Crab(Opp down FU/FD) † + X
Shooting Star Press(On top TB, Opp down) ●



▲ Dellinger leaps into a Shooting Star Press.

JIMMY HART

Height: 5'5
Weight: 155 lbs
Home Town: Memphis, TN
Unlock: Win QFTB with any wrestler on Hard level.
Special:
Crucifix Powerbomb (Flashing, Grapple) ■
Figure 4 Leglock(Opp down FU) † + ▲
450 Splash(On top TB, Opp down) ●



▲ From the TB top, the amazing 450 Splash.

WCWBLUE
NWO BLACK & WHITERED
NWO WOLPACGREEN
HORSEMEN.....YELLOW
CRUISERWEIGHTORANGE
HARDCOREPURPLE



GUIDE



1 OR 2 PLAYERS



MEMORY CARD (1)



ANALOG CONTROLLER



DUAL SHOCK COMPATIBLE



OPTIONAL CONTROLLER (WHEEL)

Publisher: **Activision**
 Price: **£39.99**
 Format: **UK**

WU-TANG: TASTE THE PAIN

Let your enemies **taste the pain** with our complete **Wu-Tang guide**. We reveal how to unlock **every secret** in the game, plus a handy moves list for all **21 fighters**.

STORY MODE

Can't figure out what to do to complete all the Story mode chambers? Here's precisely how to reveal every colour-coded set to unlock various secrets.

UNLOCKING CHAMBERS

In Story mode, each character has 36 chambers to complete to unlock secrets. Here are the tasks you need to perform to get them...

DARK BLUE

1. Joined the quest... awarded for courage.
2. Defeat Courtyard variation level.
3. Complete two levels in a row without continuing.
4. Perform a 4-hit combo.
5. Defeat Under The Bridge level.

RED

6. Complete four levels in a row without continuing.
7. Perform a 5-hit combo.
8. Perform a 6-hit combo.
9. Perform a Swap move.
10. Perform a 7-hit combo.

LIGHT GREEN

11. Perform an 8-hit combo.
12. Perform an 9-hit combo.
13. Perform four throws in one match.
14. Perform character fatality 2.
15. Eliminate three enemies while powered-up.

YELLOW

16. Blocked enemies' attacks for five moves in a row.
17. Defeat Barge variation level.

DARK PURPLE

18. Evade all enemies for 15 seconds.
19. Use the power meter.
20. Defeat Warehouse variation level.

LIGHT PURPLE

21. Perform a tech roll (when you're hit into the air).
22. Defeat Warehouse second variation level.
23. Defeat Chinatown Square variation level.

BRONZE

24. Defeat Chinatown Sewers level.
25. Perform a 10-hit combo.

LIGHT BLUE

26. Defeat Airport Hangar level.
27. Complete one level without losing a life.
28. Perform character fatality 3.
29. Complete six levels in a row without continuing.

DARK GREEN

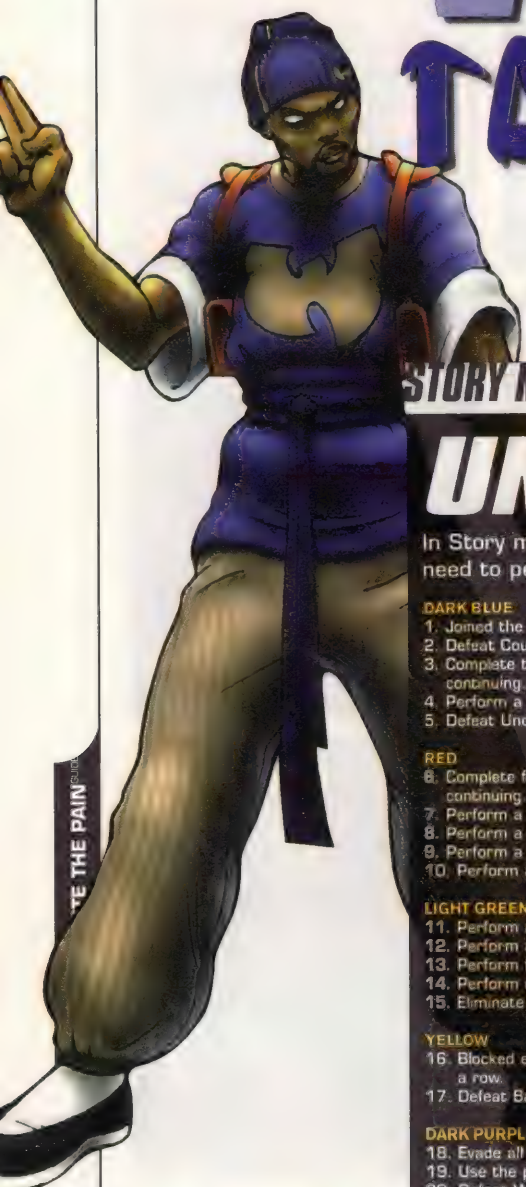
30. Complete eight levels in a row without continuing.

SILVER

31. Defeat Forgotten Temple level.
32. Defeat Shaolin Temple level.
33. Complete ten levels in a row without continuing.
34. Perform character fatality 4.
35. Eliminate an enemy without losing any energy.

GOLD

36. Defeat Mong Zhu. [To open Inner Sanctum, defeat Lei-Gong again in Shaolin Temple once you have 35 chambers.]



TASTE THE PAIN

01.08



Gang-banging
beat-'em-up
brilliance!

56



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MULTI TAP (1-4)

WU-TANG GUIDE



STORY MODE

Each fighter's chambers unlock different secrets.
Here's the complete guide to what you'll get for completing each set.

CHAMBER SECRETS

For each set of coloured chambers you unlock, you're awarded a secret. Here's what they all give you.

RZA

DARK BLUE: Unlock second fatality (Punch 2 - ▲).
RED: Unlock Character Scaling feature for two player Versus mode.
LIGHT GREEN: Unlock third fatality (Kick 1 - X).
YELLOW: Unlock Hei Mudan's third fatality (Kick 1 - X).
DARK PURPLE: Unlock secret character outfit.
LIGHT PURPLE: Unlock concept art for RZA and Suang Dao.
BRONZE: Unlock Mong Zhu's fourth fatality.
LIGHT BLUE: Unlock fourth fatality (Kick 2 - ●).
DARK GREEN: Unlock secret character, Suang Dao.
SILVER: Unlock boss, Lei Gong.

GZA

DARK BLUE: Unlock second fatality (Punch 2 - ▲).
RED: Unlock secret character, Wuji.
LIGHT GREEN: Unlock third fatality (Kick 1 - X).
YELLOW: Unlock concept art for GZA and Wuji.
DARK PURPLE: Unlock Super Turbo feature for two-player Versus mode.
LIGHT PURPLE: Unlock secret character outfit.
BRONZE: Unlock Mong Zhu's third fatality (Kick 1 - X).
LIGHT BLUE: Unlock fourth fatality (Kick 2 - ●).
DARK GREEN: Unlock game concept art.
SILVER: Unlock boss, Hei Mudan.

OL DIRTY

DARK BLUE: Unlock second fatality (Punch 2 - ▲).
RED: Unlock secret character outfit.
LIGHT GREEN: Unlock third fatality (Kick 1 - X).
YELLOW: Unlock Shui Shan's second fatality (Punch 2 - ▲).
DARK PURPLE: Unlock Shui Shan's third fatality (Kick 1 - X).
LIGHT PURPLE: Unlock secret character, Shui Shan.
BRONZE: Unlock game concept art.
LIGHT BLUE: Unlock fourth fatality (Kick 2 - ●).
DARK GREEN: Unlock Shui Shan's fourth fatality (Kick 2 - ●).
SILVER: Unlock Shaolin Temple arena in Versus mode.

INSPECTAH DECK

DARK BLUE: Unlock second fatality (Punch 2 - ▲).
RED: Disco Lighting feature for two-player Versus mode.
LIGHT GREEN: Unlock third fatality (Kick 1 - X).
YELLOW: Unlock character concept art for Deck and Wudi So.
DARK PURPLE: Unlock secret character, Wudi So.
LIGHT PURPLE: Unlock Super Float feature for two-player Versus mode.
BRONZE: Unlock game concept art.
LIGHT BLUE: Unlock fourth fatality (Kick 2 - ●).
DARK GREEN: Unlock secret character outfit.
SILVER: Unlock fifth fatality (Throw).

METHOD MAN

DARK BLUE: Unlock Basketball Court variation arena in Versus mode.
RED: Unlock second fatality (Punch 2 - ▲).
LIGHT GREEN: Unlock third fatality (Kick 1 - X).
YELLOW: Unlock concept art for Method Man and Chang Dao Fu.
DARK PURPLE: Unlock secret character outfit.
LIGHT PURPLE: Unlock secret character, Chang Dao Fu.
BRONZE: Unlock Hei Mudan's fourth fatality (Kick 2 - ●).
LIGHT BLUE: Unlock fourth fatality (Kick 2 - ●).
DARK GREEN: Unlock Mong Zhu's second fatality (Punch 2 - ▲).
SILVER: Unlock fifth fatality (Throw).

RAEKWON

DARK BLUE: Unlock second fatality (Punch 2 - ▲).
RED: Unlock concept art for Raekwon and Nan Wang.
LIGHT GREEN: Unlock third fatality (Kick 1 - X).
YELLOW: Unlock secret character, Nan Wang.
DARK PURPLE: Unlock secret character outfit.
LIGHT PURPLE: Unlock Dead End Street variation arena in Versus mode.
BRONZE: Unlock Hei Mudan's second fatality (Punch 2 - ▲).
LIGHT BLUE: Unlock fourth fatality (Kick 2 - ●).
DARK GREEN: Unlock Lei Gong's fourth fatality (Kick 2 - ●).
SILVER: Unlock Forgotten Temple arena in Versus mode.

MASTA KILLA

DARK BLUE: Unlock Night Fighting feature for two-player Versus mode.
RED: Unlock second fatality (Punch 2 - ▲).
LIGHT GREEN: Unlock third fatality (Kick 1 - X).
YELLOW: Unlock Lei Gong's third fatality (Kick 1 - X).
DARK PURPLE: Unlock secret character, Gan Wuyin.
LIGHT PURPLE: Unlock Warehouse second variation arena in Versus mode.
BRONZE: Unlock secret character outfit.
LIGHT BLUE: Unlock fourth fatality (Kick 2 - ●).
DARK GREEN: Unlock concept art for Masta Killa and Gan Wuyin.
SILVER: Unlock fifth fatality (Throw).

GHOSTFACE KILLAH

DARK BLUE: Unlock bodyguard to use as Practice dummy (hold R1+R2+L1+L2 while selecting opponent).
RED: Unlock second fatality (Punch 2 - ▲).
LIGHT GREEN: Unlock third fatality (Kick 1 - X).
YELLOW: Unlock secret character outfit.
DARK PURPLE: Unlock Warehouse variation arena in Versus mode.
LIGHT PURPLE: Unlock secret character, Jin Gang.
BRONZE: Unlock concept art for Ghostface Killah and Jin Gang.
LIGHT BLUE: Unlock fourth fatality (Kick 2 - ●).
DARK GREEN: Unlock 60 Frames Per Second feature for two-player Versus mode.
SILVER: Unlock Lei Gong's second fatality (Punch 2 - ▲).

U-GOD

DARK BLUE: Unlock Merry-Go-Round feature in two-player Versus mode.
RED: Unlock second fatality (Punch 2 - ▲).
LIGHT GREEN: Unlock third fatality (Kick 1 - X).
YELLOW: Unlock Barge variation arena in Versus mode.
DARK PURPLE: Unlock secret character outfit.
LIGHT PURPLE: Unlock secret character, Juwen Long.
BRONZE: Unlock concept art for U-God and Juwen Long.
LIGHT BLUE: Unlock fourth fatality (Kick 2 - ●).
DARK GREEN: Unlock game concept art.
SILVER: Unlock concept art for Hei Mudan, Lei Gong, and Mong Zhu.

ANY CHARACTER

GOLD: Unlock FMV Viewer, Inner Sanctum arena, and Mong Zhu.



SECRETS

Special game options can be unlocked
Including disco mode and a spinning merry-go-round

SPECIAL OPTIONS

To access these extra features, go to Options, then Chambers/Secrets, and select Special.

INNER SANCTUM

Complete Story Mode, defeating Mong Zhu, with any character to unlock the Inner Sanctum arena in Versus mode. To select it, highlight any arena, then hold R1 + R2 and press X.

PRACTICE ARENA

Complete every character's (including secret ones) moves in Practice mode to unlock the Practice arena in Versus mode. To select it, highlight any arena, then hold L1 + L2 and press X.

FMV VIEWER

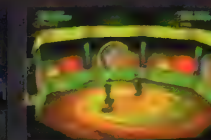
Complete Story Mode, defeating Mong Zhu, with any character to unlock the FMV Viewer.

CONCEPTUAL ART

Complete various chamber sets for each character to unlock more concept artwork.

GAME MODES

Complete various chamber sets for each character to unlock more Game Modes: Scaling, Super Turbo, 60 Frames Per Second, Disco, Night Fighting, Super Float, and Merry-Go-Round. Select one, then go and start a match in Versus mode.



SECRETS

Extra arenas and outfits can be unlocked
See 'Chamber Secrets' box for more details

OTHER SECRETS

ARENAS

By completing particular chamber sets in Story mode with various characters, you can unlock extra arenas for Versus mode. These include Shaolin Temple, Dead End Street Variation, and Forgotten Temple.

OUTFITS

Each standard character has a secret outfit, which you can unlock by completing one of his chamber sets in Story mode. To use it, go to Versus or Practice mode and select the character while holding Select.



THE MOVES - STANDARD FIGHTERS

GAME: WU-TANG TASTE THE PAIN PLUS

01.08

RZA

■	JAB
■ ■	JAB - CROSS
■, ▲	ONE-TWO
→+■	MINI ELBOW
→+■, ■	MINI ELBOW - HILT CHARGE
→+■, X	MINI ELBOW - HOOK KICK
←, →, ■	HILT CHARGE
←, →, ■, ●	HILT SURPRISE
←, →+■	SHOULDER RAM
■+▲	SWORD UPPER
X+■+▲	SHAOLIN MISSILE (WALL)
●+■+▲	SPINNING DOUBLE SLASH
↓, →+■+▲	SPINNING SWORD UPPER
←, ↓, →+■	WU-TANG LARIATE
←, ↓, →+■+▲	COUNTER STATE
→, →+■+▲	LOW SHIN SLICE
▲	CROSS SLICE
→+▲	STOMACH STAB
←, →+▲	SWORD SCISSORS
←, →+▲, ■	SCISSORS COMBO
←, ↓, →+▲	WU-TANG SWORDS
X	SHORT KICK
→+X	HOOK KICK
→+X, ●	HOOK KICK - LOW KICK
←, ↓, →+X	FLYING GUILLOTINE
●	SIDE KICK
●, ●	TRICK KICKS
→+●	LEAP KICK
→+●, ●	DOUBLE LEAP KICKS
←, →, ●	POWER FRONT KICK
←, →+●	AXE STAGGER KICK
→, ↓, →+●	TAI CHI KICK
←, ↓, →+●, ●	TAI CHI KICK COMBO
L2+■	CROUCH JAB
L2+▲	LOW SLICE
L2+X	SHIN KICK
L2+●	LOW ROUNDHOUSE
X+▲	WU-TANG TAUNT

THROWS:

●+■	HIT SWAP
X+■	STAB SLICE THROW
●+▲	REVERSE STAB THROW
←, →+X+■	SKEWER SPIN THROW



▲ Wu-Tang Swords



▲ Flying Guillotine



▲ Wu-Tang Lariat



▲ Wu-Tang Taunt

GZA

■	HOOK
■, ■	HOOK - BACKHAND
→+■	ELBOW
→+■, ●	ELBOW - KNEE
←, →+■	GLOW PUNCH
↓, →+■	MID LUNGE
↓, →, ↓+■	ELBOW DROP
▲	PIMP SLAP
▲, ■+▲	PIMP SLAP - HO DOWN
←, →, ▲	OVERHEAD SMASH
←, →+▲	UPPERCUT BACKHAND
↓, →+▲	DEATHFIST
↓, →, ↓+▲	OVERHAND CHAINS
→, →, →+▲	DASH CHAIN ATTACK
X	ANGLE HOOK KICK
X, X	ANGLE HOOK COMBO
X, ●	ANGLE HOOK - LOW
X, ●, ●	ANGLE HOOK - LOW - FRONT
X, ●, X	ANGLE HOOK - LOW - SIDE
→+X	STAGGER KICK
←, →+X	CHEAP SWEEP
←, →+X, ▲, ▲	CHEAP SWEEP - UP COMBO
→, →+X	BEST DOUBLE KICKS
←, ←, →+X	FORWARD ROLL
←, ←, →+X, ▲	SLIDE FEINT UPPERCUT
→, →, →+X	SAFE SLIDE
●	FRENCH KICK
●, ●	FRENCH KICK COMBO
→+●	SUPER KNEE
←, →+●	MULTI KICKS
↓, →+●	POWER AXE
L2+■	CROUCH HOOK
L2+▲	LOW HEADBUTT
L2+X	SCOOT KICK
L2+●	LOW SWING KICK
X+▲	AGGRESSIVE TAUNT

THROWS:

●+■	MAUL DISPLAY SWAP
X+■	HANDSTAND KICK THROW
●+▲	OGRE SLAMS THROW
←, →+X+■	SWINGER THROW



▲ GZA can achieve multiple hits with his Overhead Chains.



▲ The Cheap Sweep comes in handy for back-off, crouching bandits.



▲ Multi Kicks



▲ Swinger Throw



WU-TANG GUIDE

OL DIRTY

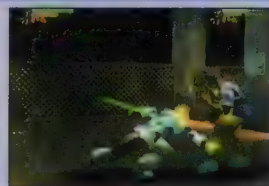
■	JAB
■, ■	FACE PICK DOUBLE
■, ■, ■	FACE PICK TRIPLE
■, ▲	ONE-TWO
■, ■+▲	JAB - GUT STAB
■+▲	GUT STAB
→+■	DOWN HOOK
→+■, ●	DOWN HOOK - BUTT IN
→+■, ●, ▲	DRUNKEN COMBO
→+■, ●, ■	DRUNKEN GAITE
→+■, ●, ■, ▲	DRUNKEN SWAGGER
↓, →+■	SILLY PUNCH
↓, →+■, ●	SILLY PUNCH - POKE KICK
↓, →+■+▲	ARM SWEEP
↓, →+■+▲, ▲	DOUBLE ARM SWEEP
←, ↓, →+■	HEAD DIVE
▲	OVERHAND
→+▲	UPPERCUT STRIKE
↓, →+▲	CHI PALM
←, ↓, →+▲	DRUNK MAN FLYING
→, ↑, ←, ↓+▲	DRUNK WU-TANG DROP
X	HIGH KICK
X, X	HIGH KICK DOUBLE
↓, →+X, X (●, X... REPEATEDLY)	SCORPION KICKS
←, ↓, →+X	DONKEY KICK
→, ↑, ←, ↓+X	FORWARD ROLL
●	SWITCH BACK KICK
→+●	LOW CHEAP KICK
→+●, ●	LOW CHEAP TO RISING
↓, →+●	MITCH KICK
↓, →+●, ▲	MITCH KICK - CHI PALM
↓, →+●, ●	MITCH KICK - ROLL
←, ↓, →+●	LAYBACK KICK
←, ↓, →+●, THEN ■	LAYBACK - REST - UPPER
←, ↓, →+●, THEN ▲	LAYBACK - REST - RISE
←, ↓, →+●, THEN X	LAYBACK - REST - TYPHOON
←, ↓, →+●, THEN ●	LAYBACK - REST - LIE
L2+■	LOW BACKFIST
L2+▲	LOW BACKSWIPE
L2+X	CROUCH THIGH KICK
L2+●	CROUCH SWEEP
X+▲	DRUNKEN TAUNT

THROWS:

●+■	ROLLOVER SWAP
X+■	HANDSTAND KICKS THROW
●+▲	DRUNKEN HEADBUTT THROW



▲ Drunken Combo



▲ Arm Sweep



▲ Head Dive



▲ Drunk Wu-Tang Drop

INSPECTAH DECK

■	JAB	X	QUICK KNEE
■, ■	JAB - BACKHAND	→+X	SIDE KICK
■, ▲	ONE-TWO	→, →+X	FLAMENCO KNEE
■, ▲, ■	ONE-TWO - ELBOW	←, →+X	STOMP
■, ●	PK COMBO	←, →+X, ▲	STOMP - PALM
■+▲	DOUBLE LUNGE	←, ↓, →+X	SUPER KICK
→+■	GUT STAB	●	HIGH KICK
→+■, ●	GUT STAB - SWEEP	●, ●	HIGH KICK - POWER KICK
→+■, ▲	GUT STAB - LUNGE	→+●	LAUNCH KICK
→, →+■	FINGER LUNGE	→, →+●	BACKFLIP
→, →+■+▲	WU-TANG PALMS	→, →+●, ●	BACKFLIP DOUBLE
←, →+■	CROSS CHOP	→, →+●, X+●	BACKFLIP SURPRISE
←, →, →+■	SUPER DASH PALM	←, →+●	ORBITAL HEEL
●+■+▲	RIDGE HAND	←, →+●, ●	ORBITAL HEEL - SWEEP
▲	CROSS	←, ↓, →+●	TAI-CHI KICK
▲, ▲	CROSS - HAMMER	X+●+■	LOW COUNTER STATE
→+▲	PIMP SLAPS	L2+■	CROUCH JAB
→, →+▲	YOHO	L2+▲	CROUCH SWIPE
←, →+▲	FINGER SWEEP	L2+X	CROUCH SHIN KICK
←, →, →+▲	SHOULDER BACKHAND	L2+●	CROUCH SWEEP
→, ↑, ←, ↓+▲	DECK FINGERS	X+▲	BOW

THROWS:

●+■	CARTWHEEL SWAP
X+■	GRAB SHOULDER THROW
●+▲	TRIPLE DECKER THROW



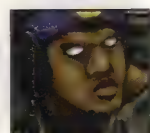
▲ Wu-Tang Palms



▲ Pimp Slaps



GUIDE



MASTA KILLA

- RIGHT HOOK
- +■ MID ELBOW
- +■, X MID ELBOW - POWER KICKS
- , ■ LOW BACKHAND
- +▲ MASTA UPPER
- +■+▲ QUICK KNIFE
- ▲ OVERHAND SPIKE
- ▲, ▲ OVERHAND - BACKSTAB
- ▲, ● OVERHAND - REVERSE KICK
- +▲ REVERSE NINJA SLICE
- , ▲ NINJA UPPER
- ←, →+▲ LOW SPIN REVERSE
- ←, →+▲, ■+▲ LOW SPIN REVERSE
- ←, →, ▲ LEG SLICE
- +■+▲ SINGLE KNIFE
- +■+▲, ▲, ▲, ▲ QUAD KNIVES

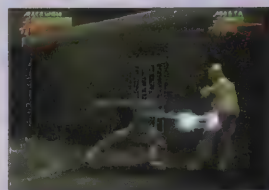
- X KNEE
- +X MINI STOMP
- , X DOUBLE POWER KICKS
- X+● SWITCH EVADE
- X+●+■ DASHING OVERHEAD
- X+●+■, ● RISING SUN
- REVERSE BACK KICK
- +● THAI KNEE
- +●, ● THAI KNEE COMBO
- , ● STEP BACK
- X+●+▲ NINJA FLASH KICK
- L2+■ CROUCH STRAIGHT
- L2+▲ LOW SLICE
- L2+X LOW HOOK KICK
- L2+● PLANT MID KICK
- X+▲ DISRESPECT

THROWS:

- +■ TELEPORT SWAP
- X+■ DRAGON WHIP THROW
- +▲ TSUNAMI THROW
- ←, →+X+■ TFTOD



▲ Quad Knives



▲ Low Spin Reverse



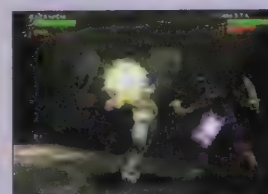
▲ What does TFTOD stand for? We're not sure.

RAEKWON

- JAB
- , ■ DOUBLE JAB
- , ■, ▲ SWEET SCIENCE
- , ▲, X ONE-TWO-THREE
- ↓, →+■ DOUBLE PUNCHES
- ↓, →+■, ▲ DOUBLE PUNCHES - HEAD
- ↓, →+■, ■+▲ DOUBLE PUNCHES - ELBOW
- ▲ POWER STRAIGHT
- ▲, ■ STRAIGHT - HOP PUNCH
- ▲, ■, ● KNOCKOUT COMBO
- +▲ CROSS GUT PUNCH
- +▲, ▲ WHIRLWIND DOUBLE
- +▲, ▲, ● WHIRLWIND LAUNCH
- ↓, →+▲ GLOW HAND CROSS
- ↓, →+▲, ▲ GLOW HAND LOW CROSS
- , →+▲ DASHING ELBOW SMASH
- , ↓, ←, ↓+▲ WORKOVER
- X MID PUNCH
- X, X DOUBLE MIDS
- X, X, ● BOXING GREAT COMBO
- X, ● MID - HIGH
- ↓, →+X DOWN SMASH - ELBOW
- ↓, →+X, X DOWN SMASH - LAUNCH UP
- GUT SMASH
- , ● GUT SMASH - BACKHAND
- ↓, →+● SWEEPING UPPER PUNCH
- , →+● REVERSE DASH
- L2+■ LOW STRAIGHT PUNCH
- L2+▲ BACK STRAIGHT PUNCH
- L2+X LOW LEG PUNCH
- L2+● LOW PUNCH CROSS
- X+▲ STANCE SWITCH
- X+▲, ▲ STANCE SWITCH - FRONT DASH
- X+▲, X STANCE SWITCH - BACK DASH
- X+▲, ▲, X STANCE SWITCH - SIDE KICK
- X+▲, X, ● STANCE SWITCH - HOOK KICK
- +X+▲ DRAGON TAUNT

THROWS:

- +■ REVERSE CROSS SWAP
- X+■ QUICK TRIP THROW
- +▲ IRISH WHIP THROW
- ←, →+●+▲ DRAGON PUNCH THROW



▲ Whirlwind Launch



▲ Glow Hand Cross



▲ Knockout Combo



▲ Dragon Punch Throw



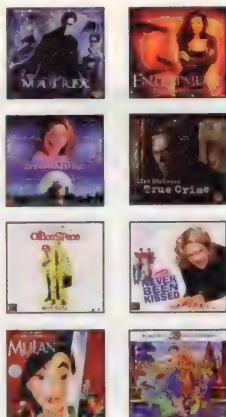
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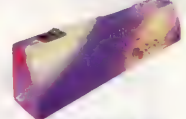
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GUIDE

GHOSTFACE KILLAH



▲ Ghostface Killah unleashes his Reverse Hammer Combo.



▲ Helicopter Lariat



■	FACE PALM
→+■	CHOP DOWN
→, ■	GROUND SMASH
←, →+■	DOUBLE HAMMER
←, →+■, ■	DOUBLE HAMMER COMBO
→, →, ■	POWER FIST
▲	CHEST PALMS
▲, ▲	CHEST PALMS - SINGLE
→+▲	REVERSE ELBOW
→+▲, ■	REVERSE BACKHAND
→+▲, ■, ▲	REVERSE HAMMER COMBO
→, ▲	OVERHEAD HAMMER
←, →+▲	QUICK PALMS
←, →, ▲	LOW HOOK
→, ↑, ←, ↓+▲	HELICOPTER LARIAT
X	FACE KICK
→, X	SIDE KICK
→, X, ▲	SIDE KICK - FRONT SMASH
→, X, ▲, ■	GHOSTFACE COMBO
→, X, ▲, ●	GHOSTFACE BLASTER
←, →, X	RISING LAUNCH KICK
→, ↑, ←, ↓+X	GHOST DROP KICK
●	FRONT KICK
●, ●	KNEE LIFT
←, →+●	LOW SHIN KICK
←, →, ●	FLYING AXE KICK
→, ↑, ←, ↓+●	POWER SWAP
L2+■	CROUCH PALM
L2+▲	CROUCH SWITCH CROSS
L2+X	SCOOT KICK
L2+●	SWAP STANCE LOW KICK
X+▲	NUCKLE CRACKER

THROWS:

●+■	MINI IRISH WHIP SWAP
X+■	JACKHAMMER THROW
●+▲	BACKBREAKER THROW



▲ Ghostface Buster



▲ Power Swap

UHGOD

■	JAB
■, ■	JAB - BACKHAND
■, ■, ■	JAB - BACKHAND - ELBOW
■, ▲	ONE-TWO-PUNCHES
→+■	FRONT ELBOW
→+■, ▲	DOUBLE ELBOWS
→+■, ■+▲	ELBOW - GODFIST
→, →+■	BLACK RUSSIAN
→, →, →+■	CRUSHING SHOULDER
←, →+■	LIGHT UPPERCUT
←, →+■, ▲	DOUBLE UPPERCUTS
←, →, →+■	DIVINE SHOULDER
▲	RIGHT CROSS
▲, ●	CROSS - STRAIGHT KICK
→+▲	STAGGER ELBOW
→+▲, ●	STAGGER - STRAIGHT KICK
→, →+▲	ELBOW OF DIVINITY
→, →, →+▲	QUICK ELBOW
→, ↓, →+▲	GODFIST UPPERCUT
←, →+▲	POWER UPPERCUT
←, →+▲, ●, X	POWER ORBITAL FRENZY
←, →, →+▲	SPECIAL ARM SWEEP
X	SCOOT KNEE
X, ■	SCOOT KNEE COMBO
→, →+X	LAUNCH KICK
→, →+X	FURY LEG
●	THAI KNEE CROSS
●, ●, X	THAI DOUBLE - FURY KICK
→+●	STRAIGHT KICK
→, →+●	ORBITAL HEEL STRIKE
←, →+●	FRONT KICK SURPRISE
L2+■	CROUCH ELBOW
L2+▲	CROUCH CROSS
L2+X	CROUCH MID KICK
L2+●	CROUCH SCOOT KICK
→+■+▲	COUNTER STANCE HIGH
→+X+●	COUNTER STANCE LOW
X+▲	REDEMPTION

THROWS:

●+■	POWER WHIP SWAP
X+■	DEATH DRIVER THROW
●+▲	GUT PUNCH TRIP UP THROW



▲ Black Russian



▲ Elbow Of Divinity



▲ Godfist Uppercut



▲ Special Arm Sweep



WU-TANG GUIDE

HIDDEN FIGHTERS:

METHOD MAN

■	SHORT ELBOW
■ ●	SHORT ELBOW - STEP KICKS
■ ▲ ●	SHORT ELBOW COMBO
→+■	SHORT UPPER
→+■, X	SHORT UPPER - LOW KICK
→+■, ●	SHORT UPPER - KNEE
→+■, ●+■+▲	SHORT UPPER - SLAM DOWN
→+■, ▲, ▲, ▲	METHODICAL HAMMER COMBO
→+■, ■	SHORT UPPER - ELBOW
→+■, ■+▲	SHORT UPPER - MULTI
●+■+▲	EVADE HAMMER
●+■+▲, ●	EVADE HAMMER FAKE
X+■+▲	SUPER HAMMER SMASH
↓, →+■	SMASH ELBOW
↓, →+■, ●	SMASH ELBOW - LOW SWEEP
↓, →+■+▲	POWER JUMP HAMMER
←, ↓, →+■	BUTT STRIKER
→, ↑, ←, ↓+■	REVERSE HAMMER HEAD
■+▲	HOCK HAMMER
▲	SHOULDER HAMMER
▲, ▲	METHOD SWINGS
▲, ▲, ▲	METHODICAL HAMMER
→+▲	HAMMER TRICK
↓, →+▲	HAMMER DROP
→, ↓, →+▲	DOUBLE SPIN BLASTS
→, ↑, ←, ↓+▲	BLAZING UPPERCUT
X	SIDE KICK
X+●	STEP KICKS
↓, →+X	HAMMER VAULT
↓, →+X, ●	DOUBLE HAMMER VAULTS
→, ↓, →+X	STEP SIDE KICK
●	LAUNCH KICK
↓, →+●	FRONT LIFT KICK
←, ↓, →+●	REVERSE LOW SWEEP
→+■+▲	COUNTER STANCE
↓, →+X+●	LOW COUNTER STANCE
X+●+▲	SECRET COUNTER STANCE
X+▲	RIDE THE PONY
L2+■	LOW ELBOW
L2+▲	LOW HILT BUTT
L2+X	LOW POP KICK
L2+●	LOW REACH KICK

THROWS:

●+■	HAMMER SWAP
X+■	HAMMER CRACK THROW
●+▲	HEADBUTT - SMASH THROW



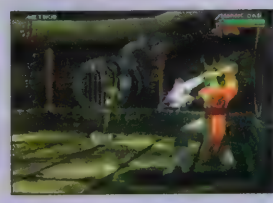
▲ Methodical Hammer Combo



▲ Super Hammer Smash



▲ Blazing Uppercut



▲ Hammer Vault

SUANG DAO

Unlock: Complete RZA's dark green chamber.
Same moves as RZA...

PLUS:	MINI ELBOW - SURPRISE KICK
→, →, ■, ▲	HILT RAZORS
MINUS:	MINI ELBOW - HOOK KICK
→, →+▲, ■	SCISSORS COMBO
→+X, ●	HOOK KICK - LOW KICK

WUJI

Unlock: Complete GZA's red chambers.
Same moves as GZA...

PLUS:	PINE SLAP - LOW/HIGH
→+X	STAGGER KICK - LOW
MINUS:	PINE SLAP - HD DOWN
X, ●	ANGLE HOOK - LOW
X, ●, ●	ANGLE HOOK - LOW - FRONT
X, ●, X	ANGLE HOOK - LOW - SIDE
→+X, ▲, ▲	CHEAP SWEEP - UP COMBO

SHRUI SAN

Unlock: Complete Ol Dirty's light purple chambers.
Same moves as Ol Dirty...

PLUS:	JUGHEAD
→+X+▲	GULP
→+X+■	DRUNKEN HUG THROW
MINUS:	MITCH KICK
↓, →+●, ▲	MITCH KICK - CHI PALM
↓, →+●	MITCH KICK - HOLL

WUDI SO

Unlock: Complete Inspectah Deck's dark purple chambers.
Same moves as Inspectah Deck...

PLUS:	SUPER KICK - SPIT KICK
→, ↓, →+X, ●, X	SUPER KICK - CRAZY LEGS
MINUS:	GUT STAB - SWEEP
→+■, ▲	GUT STAB - LUNGE

JIN GANG

Unlock: Complete Ghostface Killah's light purple chambers.
Same moves as Ghostface Killah...

PLUS:	FACE KICK - HEADBUTT
MINUS:	CHEST PALMS - SINGLE

JUWEN LONG

Unlock: Complete U-God's light purple chambers.
Same moves as U-God...

PLUS:	ELBOW - THAI KICK
→, →+X	THAI SWEEP
→+X, ■	DRAGON UPPERCUT
MINUS:	POWER ORBITAL FRENZY
→, →+X	LAUNCH KICK

NAN WANG

Unlock: Complete Raekwon's yellow chambers.
Same moves as Raekwon...

PLUS:	ONE TWO
→+■	UPPERCUT
→+■, ▲	UPPERCUT WHIRLWIND
→, →, ■	SMASH ELBOW
→, →, ■, ■	SMASH ELBOW - LAUNCH UP
→, ↓, →+▲	WHIRLWIND LAUNCH
X	STEP SIDE KICK
→+X	RAZOR KICK
↓, →+X	LEANING POP KICK
●	LEANING HOOK KICK
→+●	THAI KNEE
↓, →+●	SWEEPING OUTSIDE KICK
MINUS:	ONE TWO THREE
→+▲	CROSS GUT PUNCH
→+▲, ▲	WHIRLWIND DOUBLE
→+▲, ▲, ●	WHIRLWIND LAUNCH
X	MID PUNCH
X, X	DOUBLE MIDS
X, X, ●	BOXING GREAT COMBO
X, ●	MID - HIGH
↓, →+X	DOWN SMASH - ELBOW
↓, →+X, X	DOWN SMASH - LAUNCH UP
●	GUT SMASH
●, ●	GUT SMASH - BACKHAND
↓, →+●	SWEEPING UPPER PUNCH

GAN WUYIN

Unlock: Complete Masta Killa's dark purple chambers.
Same moves as Masta Killa...

PLUS:	POWER NINJA COMBO
→+▲, X	TRICKY NINJA COMBO
→+▲, ▲	DOUBLE SLASH CUTS
→, ●	SLAM KICK
MINUS:	MID ELBOW - POWER KICKS
→+X+▲	LOW SPIN REVERSE
→+X+●	THAI KNEE COMBO
→, ●	STEP BACK

CHANG DAO FU

Unlock: Complete Method Man's light purple chambers.
Same moves as Method Man...

PLUS:	SHORT ELBOW - MAGIC
→+■, ●, X+●	SHORT ELBOW SERIES
X, ▲	SIDE KICK - BLADE SLASH
→+●	SHIN SLIDE KICK
→, ↓, →+●	WIRE KICK
→, ↓, →+●	RUBBER FOOT
MINUS:	SHORT UPPER - SLAM DOWN
→+■, ▲, ▲, ▲	METHODICAL HAMMER COMBO
→+■, ■	SHORT UPPER - ELBOW
→+■, ■+▲	SHORT UPPER - MULTI
●+■+▲	EVADE HAMMER
●+■+▲, ●	EVADE HAMMER FAKE
X+■+▲	SUPER HAMMER SMASH
▲, ▲, ▲	METHODICAL HAMMER
→, ↓, →+●	REVERSE LOW SWEEP



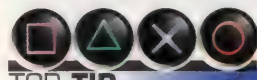


GUIDE



TOP TIP

For the multi-hit combos, try to back an opponent into a corner, then hit him up into the air and follow up with rapid punches/kicks (or combos) to keep him aloft (you may need to perform a second upper). However, make sure the enemy has enough energy left to take all your hits. Alternatively, some characters have rapid repetitive attacks, such as Ol Dri's Scorpion Kicks.



TOP TIP

For Chamber 35, eliminating an enemy without being touched, go to the Airport Hangar level, where the opponents have hardly any energy.



TOP TIP

The two bosses, Lei Gong and Mong Zhu, are both back-off bandits who like to wait for you to attack so they can counter. So do the same to them: back off and/or block, then counter their attacks. Just don't get them get close enough to throw you.



TOP TIP

To get gold Chamber 36, you need to defeat Lei Gong once you have 35 chambers, then defeat Mong Zhu in the opened Inner Sanctum.



TOP TIP

To save fighting Lei Gong twice, make sure you've got 34 chambers before entering the Shaolin Temple. That way, when you defeat him, you'll have 35 chambers and instant entry to the Inner Sanctum.

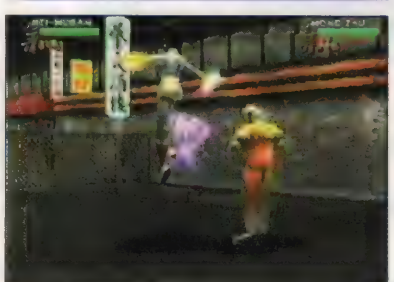
HEI MUDAN

Unlock: Complete GZA's silver chambers.

- Knuckle
- +■ Reaching Elbow
- +■ Reaching Crane Combo
- ↓, →+■ Mini Uppercut
- +■ Spinning Arms
- +■ Mid Backhand
- +■ Mid Backhand - Uppercut
- +■ Mid Backhand - Top Kick
- ▲ Overhand Slap
- ▲▲ Overhand Hand Slap
- +▲ Spinning Backhand
- +▲ Spinning Backhand - Palm
- ↓, →+▲ Power Palms
- +▲ Low Arm Sweep
- X Mini Kick
- ▲▲ Mini Kick - Dash Punch
- ↓, →+X Flash Kick
- +X Front Kick
- +X Clap Kick
- +X Front Slider Kick
- +X Wall Stick Kicks
- +X Switchover Side Kick
- Switchover Axe Kicks
- Switchover Spits
- Switchover Combo
- ▲ Axe Kicks
- ↓, →+●, ●▲ Axe Kick - Low - Head
- ▲▲ Kang Kick
- +●, →+● Gymnast Kicks
- +● Bili Kicks
- +● Silly Kicks
- +● Mini Kicks
- +● Leaping Axe Splits
- +● Inverted Backflip
- L2+■ Low Hook
- L2+▲ Low Cross
- L2+X Low Plant Kick
- L2+● Low Roundhouse Sweep
- X+▲ Sexy Taunt

THROWS:

- Side Sweep Sweep
- X+■ Francis Steiner Throw
- ▲ Arm Takedown Throw



LEI GONG



Unlock: Complete RZA's silver chambers.

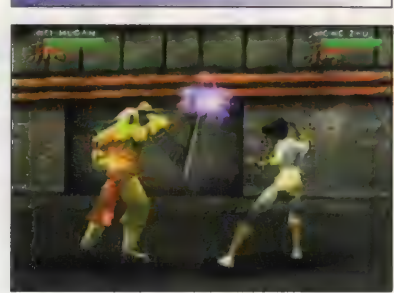
- Hatbutt
- Double Hatbutt
- +■ Rushing Elbow
- +■, ●, ● Rushing Elbow - Flip - Dive
- +■, ●, ● Gigantic Head Dive
- +■ Floating Palms
- +■ Wall Dive
- ▲ Leaning Hatbutt
- ▲▲ Hatbutt - Spin Kick
- ▲, X Hatbutt - Side Kick
- ▲, X+▲ Hatbutt - Hatwheel
- +▲ Diving Drill Hat
- +▲ Windhats
- X Leaning Side Kick
- X▲ Rushing Head Combo
- X, X Reaching Double Leg
- X, X Rushing Super Leg
- +X Knee Hit
- +X, ● Knee Hit - Multi Kicks
- +X, X Knee Hit - Rising Kick
- +X, X Hatwheel
- +X, X Drilling Multi Kicks
- +X, X Dash Evade
- +X, X Dash Evade Feint
- +X, X Dash Evade Attack
- +X, X Multi Kicks
- Leantback Kick
- +● Launch Front Kick
- +● Diving Drill Kick
- +● Rising Lightning Kick
- +●, ● Lightning Freeze Combo
- +●, ● Lightning Sweeps
- +▲ Lightning Ride
- X+▲, X Phat Sky Drop Kick
- X+▲, X Heavenly Glory
- L2+■ Kneeling Hatbutt
- L2+▲ Fowler Low Hatbutt
- L2+X Reaching Low Kick
- L2+● Reaching Low Sweep

THROWS:

- Takeaway
- X+■ Shock Kick Throw
- ▲ Wall Shock Throw



MONG ZHU



Unlock: Defeat Mong Zhu in Story mode.

- Back Knuckle
- +▲ Hook Fan
- +■ Fan Mull
- +■ Elbow
- +■, ● Elbow - Backhand
- +■, ● Boss Lunge
- +■, ● Glow Fan
- ↓, →+■+▲ Fan Toss
- ▲ Fan Cross
- ▲ Fan Cross Combo
- +▲ Fan Hook
- +▲, ● Fan Hook - Donkey Kick
- +▲, X Fan Hook - High Kick
- +▲, X+● Fan Hook - Power Kick
- +▲ Fan Upper
- ↓, →+▲, ● Fan Upper - Launch
- +▲, X+▲ Power Fan Strike
- +▲, X+▲ Crazy Fan
- X High Kick
- X, ▲ High Kick - Fan Smash
- X+● Boss Kick
- +X Mini Side Kick
- +X, ● Side Kick - Upper Kick
- +X+● Multi Kicks
- ↓, →+X Light Roundhouse
- ↓, →+X+● Upper Kick
- +● Side Kick
- +● Front Pop Kick
- +● Spinning Boos
- X+▲ Too Easy
- L2+■ Low Thigh Jab
- L2+▲ Low Fan Poke
- L2+● Low Mid Kick
- (Hold L2) X, ▲ Low Mid Kick - Fan Poke
- (Hold L2) ● Crazy Low Reverse
- (Hold L2) ●, ● Crazy Pop Combo
- (Hold L2) ●, ●+▲ Boss Low Cheap

THROWS:

- +● Cartwheel Into Sweep
- X+■ Gut Fan Spin Throw
- +▲ Invincibly Fast Throw



GAME: WU-TANG TASTE THE PAIN

and WU TANG

WALK-THRU



1 PLAYER



MEMORY CARD (1)



ANALOG CONTROLLER



DUALSHOCK COMPATIBLE



OPTIONS

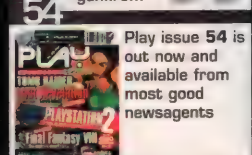
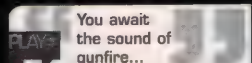
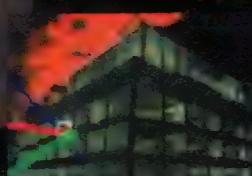
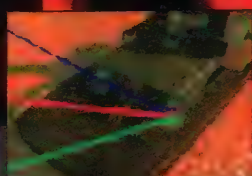
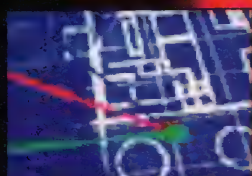
Publisher: Take 2 Interactive
Price: £39.99
Format: UK

We left you in suspense last month with the fate of the world hanging in the balance. Check out the guide below to finish off the terrorist threat.

RAINBOW SIX

SIX

PART II



THE UK'S BEST UNOFFICIAL PLAYSTATION MAG

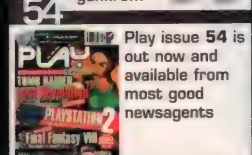
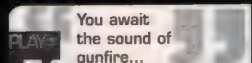
09 OPERATION: WINTER HAWK



OBJECTIVES: Prevent Ringleader From Escaping, Prevent Scientists From Escaping

LOAD OUT: 3x M16, 3x Baretta, 3x Primary Ammo, 2x Heartbeat Sensor, 1x Flashbangs

PERSONNEL: Hanley, Chavez, Beckenbauer



THE UK'S BEST UNOFFICIAL PLAYSTATION MAG



RAINBOW SIX

GUIDE

WEAPONS

BENELLI

Noise:	7
Accuracy:	3
Recoil:	5
Reload:	6
Ammo:	8

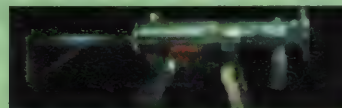
The Benelli is excellent for close-quarter fighting. It drops terrorists with a single shot. Use it during house clearances to eliminate well-dug-in terrorists.



MP5 SHORT

Noise:	5
Acceleration:	4
Recoil:	10
Reload:	10
Ammo:	30

With a shorter barrel, the MP5 delivers a less accurate and more spread-out shot pattern. This is good for engaging multiple targets and filling the air with lead.



M16

Noise:	5
Accuracy:	10
Recoil:	7
Reload:	10
Ammo:	30

This assault rifle is best used in open terrain, where its accuracy can be brought to bear. It has a superior range to the other weapons available, making it an ideal sniper rifle.



C. A. R.

Noise:	4
Accuracy:	10
Recoil:	7
Reload:	10
Ammo:	30

The CAR is a slightly more compact version of the M16, making it a versatile close-quarter and long-range weapon that can easily adapt to most situations.

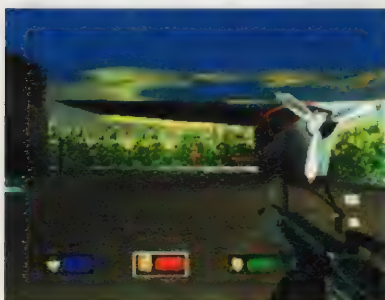


TACTICS

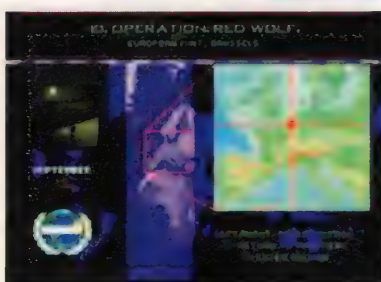
Stick with the original deployment. Select the man on the far left of the screen. Move him right to get the first two enemy units. Continue moving right towards the airstrip. Pop out and hammer the guards with your MP5. Try to get the two scientists in the crossfire. Even if you don't manage to shoot them, the scientists will run towards your other team members and a quick death. Press on. Regroup with the rest of your squad.

Once there, about-face and head back the way you came. The Ringleader is still hidden in the compound. Move along the chain-link fence to the blue crate. Pop out and scratch the two guards in the hut. Head through the open door. Turn right and enter the room with the window. Shoot the guy inside. Crouch and move to the window. Snipe the two men outside then leap through the window.

Turn right and move to the chain-link fence. Go left and head for the warehouse entrance. Cap the last guard, then enter the warehouse. Kill the Ringleader to finish the mission.



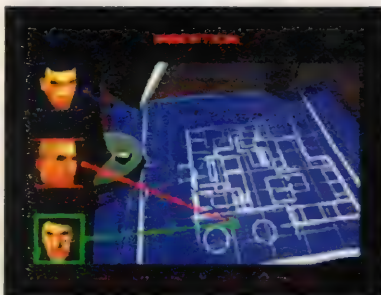
10 OPERATION: RED WOLF



OBJECTIVES: Rescue Dignitaries

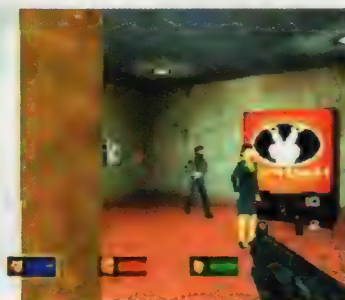
LOAD OUT: 3x (Silenced) MP5, 3x (Silenced) Baretta, 3x Flashbangs, 1x Lockpick Kit, 2x Heartbeat Sensor.

PERSONNEL: Haider, Bogart, Hanley



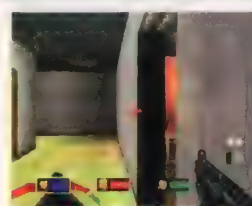
TACTICS

Drop all your people in the lower deployment zone. Head through the door. Turn right at the first doorway and double-tap the guard. Return to the corridor and walk on. Turn left at the end and eliminate the terrorist. Leave this



unit to guard the area and select another man from your squad. Move him down the same corridor, but this time open the door on the left. Lob in a Flashbang and cap the terrorist before he can shoot the woman. Take her outside.

Select the third man in your team. Move him into the corridor and through the doorway on the right. Climb up the staircase and ace the guard at the top. Take the right path through the lockers. Turn right into the passageway at the end. Shoot the man walking down the corridor then open the door to the left. Kill the bloke in the bogs. Resume your journey down the passageway. Move past the first set of brown crates and kill the guard. Proceed further into the storeroom. Walk to the white crates. To the right is the cage containing the prisoners. Lob a Flashbang round the corner and select Sniper mode. Pop out of cover and gun down the terrorists with extreme prejudice before they can respond. Collect the two hostages and leg it back to the entrance. Keep your covert team alert because once the hostages have been freed, all the terrorists will go onto alert. Only by protecting your route out of the mint will all the hostages get out alive.



▲ The HK is the most accurate automatic weapon to use at close range. Employ it during room-to-room combat.



TOP TIP
When using pistols, go for head shots. Standard 9mm rounds won't usually penetrate terrorist body armour.

▼ Crouch next to the corner of the cage and wait for the bad guys to stick their heads out.



WALK-THRU



TOP TIP

Use the Heartbeat Sensor to detect bad guys on the Map screen. This will prevent you from walking into an ambush.



TOP TIP

Use light armour if you want to move around quietly.

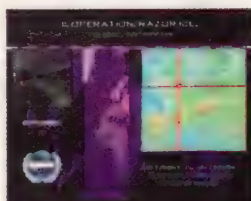


TOP TIP

Frag Grenades are pretty useless on most missions due to their small blast radius.

Flashbangs are much better. Whilst they don't kill the terrorist, they will prevent him from firing back.

▼ Just in case you manage to get lost, the good doctor is located where the green arrow is pointing.



11 OPERATION: RAZOR ICE



OBJECTIVES: Rescue Dr Winston
LOAD OUT: 3x (Silenced) MP5, 3x (Silenced) Baretta, 2x Frag Grenades, 1x Heartbeat Sensor

PERSONNEL: Chavez, Beckenbauer, Hanley

TACTICS

Deploy all your team in the lower half of the ship. Dr Winston is hidden in the rear cargo hold. Send your point man through the door. Kill all the terrorists above. Turn left and blast the men that come through the door. Enter the door from which they emerged then turn right and go to the end of the corridor. Go left and enter the door on the right-hand side. Move slowly down the stairwell until you reach the lower deck.

Nail the two men in the passageway. Take the left path. Follow it round and open the north door. Continue to the first storage area and kill the man on top of the crate. Move to the left and pass through the door. Activate your image intensifier. Press on to the rear cargo hold and waste the final guard in order to free Dr Winston.

Now comes the hard part. You must get her safely back to your deployment zone. Send one of your backup units, through the same route you took to get to Dr Winston. He should pick off any terrorists that you may have missed. Once you are positive that the route is secure, make double time back to the exit with Winston in tow.

12 OPERATION: BLACK STAR



OBJECTIVES: Download intelligence, Avoid Detection

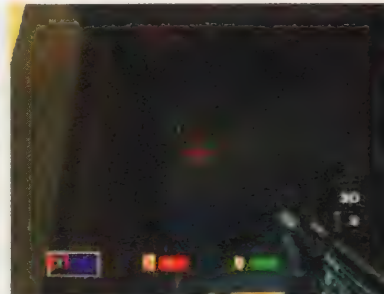
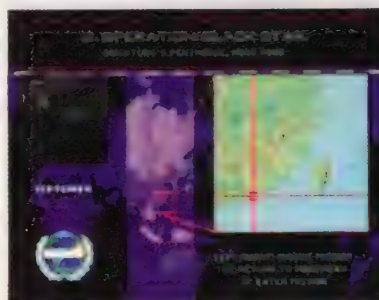
LOAD OUT: 3x Lockpick Kit, 3x Heartbeat Sensor

PERSONNEL: Chavez, Hanley, Arnavisca

TACTICS

Take the first team member up the staircase and unlock the door. Move him through the door and station him out of sight, next to the archway. Select a second team member and move him up the stairs to join your first man. Move him through the archway and into the room dead ahead. In this room there is a white outlined piece of carpet. Step on it to set off the alarm then quickly enter the lift on the left.

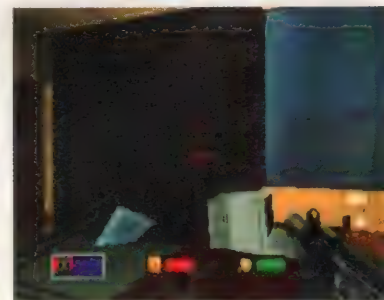
Count off 15 seconds. Select the man by the archway. Move him through the archway and into the passage on the left. Take the next left and sprint into the office. Hide by the corner. Move through the next door, taking care to avoid the



white squares. Take the left turn next to the optical beam. Look up and track the position of the overhead camera. When it is pointing directly forward, go through the door and turn right. Enter the library. Move slowly through the bookcases. Edge round the corner and wait for the camera to point away from the staircase.

Make your way up the stairs. Turn right at the top. Go along the passage and turn left at the doorway. Make sure the camera in the room is pointing away then run and stand under it. When it points away from the opposite door, run through it. Move into the next room and head for the passageway beyond. Run left and open the door. Quickly head for the computer room and shut the door behind you.

Access the computer terminal with the Electronics Kit to retrieve the data. Turn around and go through the door. Proceed right. Enter the room and turn right again. Leap over the balcony and make your way to the exit. Finally, pull your other team member out of the lift and take him back to the start point.



WEAPONS CONTINUED

MP5 SILENCED

Noise:3
Accuracy:6
Recoil:9
Reload:10
Ammo:30

If you need to avoid detection, the silencer fitted on this baby will do it. In long-range fire fights, the built-in flash suppressor will keep the enemy guessing where you're firing from.



MP5

Noise:5
Acceleration:6
Recoil:9
Reload:10
Ammo:30

This is the standard special forces model. The MP5 is accurate at short to medium range, with good shot grouping. Use it for quick surgical strikes.



BARETTA

Noise:5/3 Silenced
Accuracy:8
Recoil:8
Reload:6
Ammo:15

The extended barrel of the Baretta makes it extremely accurate at close range. Its high rate of fire can usually take down an enemy agent in seconds.



HK40

Noise:5/3
Acceleration:6
Recoil:7
Reload:6
Ammo:13

The HK40 has a smaller clip than the Baretta, but greater stopping power. At short range only two bullets are required to put down a terrorist.



RAINBOW SIX

GUIDE



ITEMS

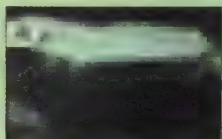
FRAGS

On search-and-destroy missions the best way to remove groups of terrorists is with one of these. Pop it through a doorway and stand well back. The Frag needs to get pretty close to do any damage.



HEARTBEAT SENSOR

This tool is essential for finding the bad guys, particularly in low light or indoor missions. Be careful though: it doesn't distinguish between terrorists and hostages.



LOCKPICK KIT

Sometimes the terrorists will lock doors to prevent access by unauthorised personnel. The Lockpick Kit halves the time taken to open locks, making your units less likely to be ambushed whilst doing so.



DEMOLITIONS KIT

This device halves the time taken to perform bomb disposal. It's useful to have along if all of your demolitions experts are injured, or they're defusing explosives in a heavily patrolled area.



DOOR CHARGES

Door Charges can be used in two ways. Firstly, to blast open locked or impenetrable doors and secondly, to kill terrorists as they walk through the mined door. Take care as the explosion will bring guards running.



FLASHBANGS

On hostage rescue missions Flashbangs are essential. Chuck them into a room with a guarded hostage to stun the occupants for a few seconds. This gives you enough time to cap the bad guy before he can kill the hostage.



13 OPERATION: WILD ARROW



OBJECTIVES: Disable Security, Disable Both Viral Capsules

LOAD OUT: 3x(Silenced)MP5, 3x(Silenced) Baretta, 3x Heartbeat Sensor, 3x Electronics Kit

PERSONNEL: Chavez, Beckenbauer, Dubarry

TACTICS

Move your team leader down the ladder and into the tunnel on the right. Quickly pop his head round the corner to get the guard's attention. There are no alarms to sound on this level so you can



be noisy. Check the map for the position of the guards and kill them all as they approach. Remove all three guards in this area. Move forward and head up the ladder to the left. Follow the walkway to reach the blue door. Pass through it. Move to the door at the top and bring the rest of your team to this position.

Pass through the door and kill the guard outside. Note: the viral bombs will be triggered if a terrorist reaches a blue wall-phone. From the doorway, move left and sweep the outside corridor clear of terrorists. Once the area is secure, move your next man out

of the doorway. Send him right. Take a right turn at the junction and go through the second door on the left. Both Viral Capsules are in this room. Get Beckenbauer and Dubarry to stand next to a bomb each and face down. Move Chavez to the staircase leading up in the top left corner.

From the doorway on the top floor, move fast. Take Chavez forwards and turn left. Turn left again, then right. Run to the next bend and turn left. Go through the first door on the left. Close the door behind you and hack the computer. As soon as the security system is off-line, select one of the other two men and deactivate the capsule he's standing in front of. Once this is done, select the final man and do the same.



TOP TIP

Use the zoom facility to check out objects such as cameras from a distance. This'll tell you which way they are facing.



TOP TIP

Keep your squad together so that they can watch each other's backs.



TOP TIP

Moving too quickly will distort your shot spread. Always walk when engaging the enemy.

14 OPERATION: MYSTIC TIGER

PERSONNEL: Chavez, Arnavisca, Bogart

OBJECTIVES: Capture Brightling

LOAD OUT: 3x Short-Barrelled MP5, 3x HK Pistol, 3x Extra Clip, 2x Heartbeat Sensor, 1x Flashbangs



TACTICS

Keep your team together at all times. Select a point man and get him to clear the area ahead before moving the rest of your team up. Employ your Heartbeat Sensors so that you can detect the enemy early. Use Flashbangs in order to stun groups of opponents before gunning them down.

Go through the door ahead. Turn right and nail the guard. Face forward again and cross the yard. Go right, down the passage. Turn left and kill the two guards in the gallery. Proceed to the blast doors on the lower level.

Open the blast doors. Turn slightly right and cap the man in the office. Head down the right corridor and kill the second guard. Go back left and eliminate bad guy number three.

Continue left until you reach a ramp leading up. Chuck a Flashbang round the next corner then charge round and ace the two guards. Open the blast door at the top.

Quickly turn right and take out the bloke guarding the scientist. Note: the scientists are here against their will - if they die, the mission has failed. Pass through the right door and follow the passage into the next lab. Turn left. Go through the first blast door.

Lob a Flashbang through the second door. Eliminate all three guards whilst they are stunned. Take the left passage. Fire a few shots into the door: this will get the guard on the other side to open it. Drop him when he has done so. Head up the spiral staircase. Open the door at the top. Shoot the two guards. Go through the blast door on the left. Turn right and shoot the man in the office. Pop your head into the corridor to attract the guards. When they approach, cut them down. Continue up the passage. When you reach a ramp, take the left turn. Cut down the few remaining guards and make your way to the dome at the top. Move towards Brightling and capture him.





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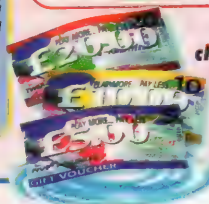
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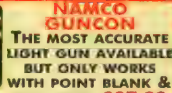
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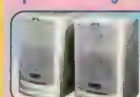
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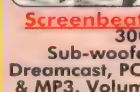
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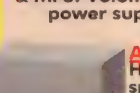
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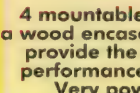


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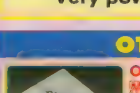


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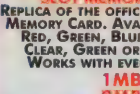
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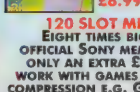
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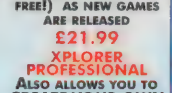
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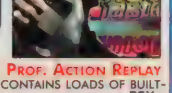
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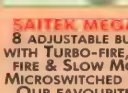


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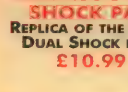
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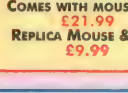
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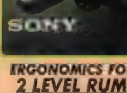
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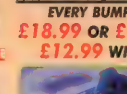
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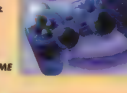
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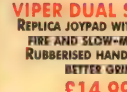
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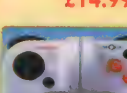
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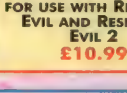
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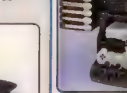
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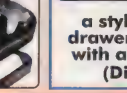
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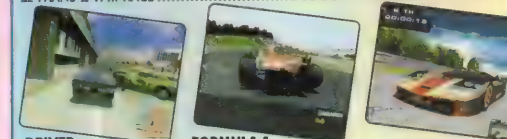
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GTA 2

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2

GUIDE

DOWNTOWN SECTOR



TOP TIP

Whatever you do, don't mess with the cops! They're incredibly good at their jobs in this city and you'll have a tough job of getting rid of them without some bloodshed.



TOP TIP

If you do manage to evade the filth for long enough, things will start getting a little bit tougher. Roadblocks will be erected and the local cops might even call in a SWAT team!



TOP TIP

Get your Wanted rating high enough and it'll get serious - the Feds will be on your ass! They don't hold back and consider the death of civilians as an 'acceptable loss' in capturing you. Gits!



TOP TIP

If after all this you're still loose in the city, the authorities will call on their last resort - the Army! If you think you can handle a full roadblock made up of tanks, be our guest...

▼ If you need any emergency service cars to appear, like Medicars, just blow things up or mow people down!

ZAIBATSU TERRITORY EASY MISSIONS

GREEN PHONE (LEFT) DRUG DEALIN'!
REWARD: \$20,000
ZGL1 - Grab a car and drive over to pick up the fresh supply of drugs.
ZGL2, 3, 4 and 5 - Race around the city and deliver the drugs to the four Z-Dealers around the streets. You've only got three minutes to complete your task so shift it!

GREEN PHONE (RIGHT) COP CAR CRUSH!
REWARD: \$20,000
ZGR1 - Head for the Cop Station in Zarelli and pick up the Cop Car.
ZGR2 - Drive to the Train Station and meet Shady, the dirty Zaibatsu snitch.
ZGR3 - Take the car over to the car crusher in Zarelli and mash the car up good.

INTERMEDIATE MISSIONS

YELLOW PHONE (LEFT) KILL LOONIES!
REWARD: \$40,000
ZYL1 - Visit Fruitbat and pick up the special Loony Dementia parked outside one of the buildings.
• Go to the nearest workshop and rig the car with a bomb.
• Now return to where you collected the car and drop it off, detonating the bomb as you leave.
ZYL2 - Run to the car park in Avalon and collect the van parked there.
ZYL3 - Drive into Zarelli and pick up the group of Z-Men waiting for you.

YELLOW PHONE (RIGHT) YUTES MUST DIE!
REWARD: \$40,000
ZYR1 - Go to the Casino in Funabashi and interrogate Lefty. Beat him up until he talks and then blow his brains out!
ZYR2 - Pick up the Yute car from the South Docks in Flotsam.
ZYR3 - Visit the Easy Rider Whore House and collect the leader of the Yutes.
ZYR4 - Take the car back to the Zaibatsu HQ. Once the Z-Men have got their information, return the car to the South Docks and crush it.

YELLOW PHONE (EITHER) BIG BANK JOB!
REWARD: \$40,000
• Hunt down the bank van circling around the city and steal without anyone noticing.
ZYE1 - Return to Zarelli and pick up the gang of Z-Men waiting on the street.
ZYE2 - Drive to the Third World Bank in Flotsam and pick up the cash. Don't be too rough on the van or the guards will get suspicious.
ZYE3 - Ignore the alarms and get back in the van. Take it to the safehouse, pronto.
ZYE4 - Go and meet Rollo Tamassi who will sort out the package for the cops.
ZYE5 - Return to Flotsam and meet the bent cop who will take the package.
ZYE6 - After his 'unfortunate accident', grab a nifty car and race to the safehouse in Omnitron. Watch out for the police roadblocks and SWAT teams!

HARD MISSIONS

RED PHONE ARMoured CARS!
REWARD: \$60,000
• You've got six minutes to drive around the city and locate two Yakuza Miara cars. The aim is to blow them up before they can get away.
• They are heavily armoured and don't stop if you try to block them off so it can be tricky. The way to do it is to rig a motor with a bomb and hunt down one of the cars.
• Get in front of it and detonate the bomb, waiting in the car until the last second - that way if he tries to overtake you, you can anticipate his move and make sure the bomb destroys him.

RED PHONE BANK VAN THEFT!
REWARD: \$60,000
ZRB1 - Follow the bank van to the bank in Funabashi and then steal it as soon as the guard gets in. You'll have to chase it round the city if you miss so don't screw up!
ZRB2 - Get back to the safehouse as quickly as possible. Don't let the Yakuza cars that come after you ram your motor off the road!

YAKUZA TERRITORY EASY MISSIONS

GREEN PHONE (LEFT) GET ZITZAKI!
REWARD: \$20,000
YGL1 - Grab the marked car parked outside the building.
YGL2 - Rush over to the hospital and then collect Dr Zitzaki.
YGL3 - Take the car with the Doc inside to the Yakuza J-Lab and drop him off.

GREEN PHONE (RIGHT) BANK ROBBERY!
REWARD: \$20,000

YGR1 - Collect the car outside where the phones are and drive to the bank in Flotsam. When you get there, kill the two guards and grab the loot.
• Get back in the car and head for the workshop in Funabashi to have your car sprayed another colour.
YGR2 - Take the motor over to the safehouse nearby and deliver the cash.

INTERMEDIATE MISSIONS

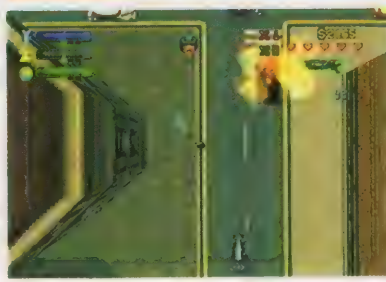
YELLOW PHONE (LEFT) DESTROY HAPPY GAS!
REWARD: \$40,000
YYL1 - Grab a decent car and head for the University car park. When the Loonies get out of their cars, mow them all down!
YYL2 - Get your hands on an Ice Cream Truck and visit the workshop in Funabashi to rig the motor with a bomb.
YYL3 - Go to the city asylum and arm the bomb outside. Now leg it away before the explosion goes off!

YELLOW PHONE (RIGHT) GET GAMA REI!
REWARD: \$40,000
• First off, grab yourself a Medicar. Now try mowing down a few civilians in cold blood and wait for the paramedics to show up before nicking their car.
YYR1 - Race over to the hospital and pick up Gama Rei before the police can get to you.
YYR2 - Get to the safehouse near the J-Lab as quickly as you can; watch out for the cops and Loony assassins!

YELLOW PHONE (EITHER) FOLLOW TRAITOR!
REWARD: \$40,000
YYE1 - Leave the phone area on foot and follow the traitor to his hideout. Don't get too close to him or he'll spot you.
YYE2 - Once you know where he lives, meet Refried Noodle who will teach you some vital torture techniques.
• Grab a car and race back to the traitor's hideout. Now run down the three men on the left before they can blow you up.

HARD MISSIONS

RED PHONE STEAL SWAT VAN!
REWARD: \$60,000
• Drive around the map and cause loads of mayhem by blowing things up and killing people. When your Wanted meter reaches 'Four', the SWAT team will come after you!
• When they catch up with you, let them get out of the truck and then kill them all. They're wearing body armour so watch out!
YRA1 - Steal the SWAT van and take it to the Johnny's garage in Ukita.



GTA 2

GUIDE



RED PHONE STOP THE TANK! REWARD: \$60,000

YRB1 - Grab the Rocket Launcher and drive over to meet the oncoming Tank.
• Mow down the guards and then get out and blast the Tank with rockets before it can reach the end of the road.

LOONY TERRITORY EASY MISSIONS

GREEN PHONE (LEFT) PIZZA CAKE! REWARD: \$20,000

LGL1 - Go to the University and collect the explosives that have been left there.
LGL2 - Pay a visit to the Pizza Cake restaurant and deliver them the nasty package.
• After the explosion, hunt down the Pizza Cake delivery van and swerve in front of it to stop it. Now jump out of your car and blow the van up.

GREEN PHONE (RIGHT) RADIO ZA-ZA! REWARD: \$20,000

LGR1 - Drive to the front gate of the Futuro FM building in Zaibatsu territory.
LGR2 - Now go round the back and cross the walkways near the docks to collect the explosives.
LGR3 - Turn around and head for the station generator. Drop off the bomb and then run away quickly!

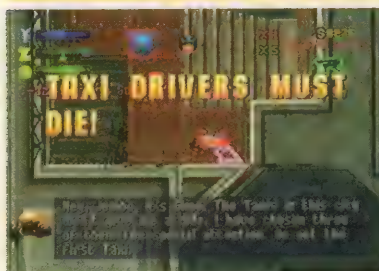
INTERMEDIATE MISSIONS

YELLOW PHONE (LEFT) WHO'S BEHIND YOU! REWARD: \$40,000

LYL1 - Go and meet Cosmo Trouble in Altamount. When you get there, mow down the three Zaibatsu hitmen that try to kill you.
• When they're all dead, steal one of their Z-Types for good measure!

YELLOW PHONE (RIGHT) DESTROY J-LAB! REWARD: \$40,000

LYR1 - Go over to the University and collect some more explosives.
LYR2 - Drive to the Yakuza J-Lab complex and dump the car at the gates.
LYR3 - Climb the stairs to the roof and kill the guards. Drop off the explosives and return to the gantry above to watch the fireworks.



YELLOW PHONE (EITHER) GET ISETTA! REWARD: \$40,000

LYE1 - Head for the University and meet Dodo.
LYE2 - Now drive to the Harman Hotel and collect the guns and bombs that have been left for you.

LYE3 - Pick up Lance who's waiting for you in Flotsam.

LYE4 - Go to the Cop Compound. Wait for Lance to bribe the first guard and then sneak in and kill the other one from a distance. Blow the locks open with Molotov Cocktails to release the gate.

LYE5 - Get in the Limo and drive it back to the safehouse in the asylum.

HARD MISSIONS

RED PHONE TAXI DRIVERS MUST DIE! REWARD: \$60,000

• Hunt down the three taxis that have been targeted for destruction. Steal each one and kill the people inside - watch out as there are more people to deal with each time!
LRA1 - Take each taxi to the South Docks in Flotsam and get them crushed before chasing the next one.

RED PHONE START A GANG WAR! REWARD: \$60,000

• Race into Zaibatsu territory and steal yourself a Z-Type.

• Drive into Yakuza territory and hunt down the three crack Yakuza that need to be wiped out. No guns - you can only run them down!
• When they're dead, grab a Yakuza Miara and return to Zaibatsu territory. Find the three elite Z-Men and return the favour by running them down too!

▼ Take your pick of the cars by parking your vehicle in the middle of the road and then nicking one from the traffic jam that appears!



GUIDE

RESIDENTIAL SECTOR



TOP TIP

If you see the car you're driving start to give off flames, change it for another one quickly. Fire is a sure sign that your motor is going to blow so get away before it finally does!



TOP TIP

If your motor does catch fire and you need to keep it for some reason, visit a workshop and get the car sprayed. This will change the colour and also repair and damage you've done to it.



TOP TIP

Finding yourself a bit low on respect from a certain gang? Use the information phones to find out who their enemies are and then go and waste some of them on behalf of your gang. Your respect rating will be boosted no end!



TOP TIP

Always tool yourself up with as many guns and armour points as you can carry. You don't want to be caught out without ammo in the middle of a fully-fledged gang war now, do you?

▼ If you need to steal a certain car, you'll be led to it. If you're not, you'll have to find one for yourself!

ZAIBATSU TERRITORY
EASY MISSIONSGREEN PHONE (LEFT)
SRS DESTRUCTION
REWARD: \$30,000

ZGL1 - Go to Montana's house in the Mobile RV Park and kill all the Rednecks around it before stealing the rigged Pickup.

ZGL2 - Drive to the SRS Clone Test Centre and park the Pickup outside. Now detonate the bomb and stand well back!

GREEN PHONE (RIGHT)
FLAME IT!
REWARD: \$30,000

- Find a Cop Car and steal it.
- Track down the SRS Security Van driving around the city. Pull up in front of it with your sirens blazing and when the driver gets out, go and steal the van.

ZGR1 - Go back to The Village and park the van in the garage.

- Find a Fire Truck from nearby - there will be a couple driving around outside but you could always blow up a car or two to get their attention.
- Park it outside the garage and have the Flamethrower fitted.
- Take the Fire Truck to the Mobile RV Park and flame-grill at least ten Rednecks. It doesn't matter if they're people or cars - just burn them!

INTERMEDIATE
MISSIONSYELLOW PHONE (LEFT)
OPERATION Z!
REWARD: \$50,000

ZYL1 - Go and grab the Redneck Pickup parked outside the Bowling Alley. Take it back to the garage in The Village where you took the SRS Security Van.

- Hunt down the loaded SRS Meteor racing around the city. Steal it and then return it to the garage in The Village as usual.

ZYL2 - Go to Disgracelands and steal the Red Limo parked there. To get in, you'll have to jump over the fence using the ramp nearby. Getting out is also done by using the ramp on the inside of the south fence. Now take the Limo to the garage as well.

ZYL3 - Grab a Truck Cab and pick up the trailer next to the Cop Station in Morton. Take it to the crane in The Village to unload the Cop Car and then park the car in the garage as normal.

YELLOW PHONE (RIGHT)
VALDEZ ALERT!
REWARD: \$50,000

ZYR1 - Wait for the other Z-Men to arrive and then head for the SRS Research Centre. Use the huge ramp nearby to get inside.

ZYR2 and 3 - Track down the two Cold Fusion generators and blow them up using a Rocket Launcher. You'll have to cross walkways and jump between crates to reach them.

- Now leave the centre by the way that you came in.

YELLOW PHONE (EITHER)
COP STEALIN'
REWARD: \$50,000

- Cause plenty of chaos and get the SWAT team after you. When they find you, slaughter them all and steal their van.

ZYE1 - Take it to the garage in The Village and drop off the van.

- Now steal a Special Agent car. Killing Agents is tough though so don't underestimate them!
- Take this car back to the garage as well to receive your reward.

HARD MISSIONS

RED PHONE
MALL MURDER
REWARD: \$70,000

ZRA1 - Wait for the other Z-Men to show up and then head for the Xanadu Mall.

- You've got to kill twenty SRS men but without your car! Only people killed by you (not the other Z-Men) with guns count so be careful of any SRS guys with Flamethrowers!

RED PHONE
DECOY TRAILER
REWARD: \$70,000

ZRB1 - Head for the Video Shop near the Cop Station.

ZRB2 - Use the nearby walkways to get onto the roof and blow up the generator to open the gate.

ZRB3 - Steal the trailer with the Special Agent car on it and drive out of the station.

- Race around the city for one minute, keeping the cops busy while Red pulls off his little 'job'.

SRS SCIENTISTS TERRITORY
EASY MISSIONSGREEN PHONE (LEFT)
PICKUP 'N' DROWN!
REWARD: \$30,000

- Hunt around town until you find a taxi cab. Steal it. Be careful not to do too much damage to it or you'll attract the attention of the police.

SGL1, 2, 3 and 4 - Drive around the city and collect the four Z-Operatives that are waiting for you to arrive.

SGL5 - Take the taxi the South East Docks and leave it near the crane. Now watch the Zaibatsu men get dropped in the drink!

GREEN PHONE (RIGHT)
FAKE TRUCE!
REWARD: \$30,000

SGR1 - Grab the SRS Limo.

SGR2 and 3 - Head over to the Mobile RV Park and pick up the two groups of the Redneck Delegation.

SGR4 and 5 - Drive to the Zaibatsu Village and collect the two groups of the Zaibatsu Delegation.

SGR6 - Take the Limo back to the SRS Scientist Research Centre and get out of the car while the meeting (ahem) starts.

INTERMEDIATE
MISSIONSYELLOW PHONE (LEFT)
LABRAT'S PLAN!
REWARD: \$50,000

- Hang around the phone until the SRS clones arrive and then grab a decent car.

SYL1 - Head for the Zaibatsu Village; when you get there, drive around and wipe out 17 Z-Men. Only leave your car if it's about to explode!

YELLOW PHONE (RIGHT)
RACE 'N' KIDNAP!
REWARD: \$50,000

SYR1 - Drive over to the Opry Car Park in Redneck Territory and meet Dirk.

- Get into the middle car (it's the fastest) and hunt down the three escaped Loonies running round the city. Don't be too rough because you can't get out of the car!

- Return to the car park and collect your reward - Dirk's Pickup Truck.

SYR2 - Head over to the Ol' Banjo bar and collect Gran'pa; sound your horn when you get there to attract his attention.

SYR3 - Drive back to the SRS Research Lab and drop him off for his 'experimentation'.

YELLOW PHONE (EITHER)
REDNECK ATTACK!
REWARD: \$50,000

SYE1 - Steal a nifty motor and race over to the SRS Power Generators.

- The Rednecks are coming to blow them up and you've got to hold them off for two minutes. Stay in front of the generators and then speed off and run over any that get too close before moving back again. Keep this up until the time runs out!

HARD MISSIONS

RED PHONE
RC TAXI!
REWARD: \$70,000

SRA1 - Run up the stairs near the phone and grab the remote control for the RC Taxi.

SRA2 - Take the Taxi for a test drive on the practice circuit. You'll only get the job if you can complete five laps in less than two minutes.

SRA3, 4 and 5 - Drive the Taxi out onto the road and collect the three SRS traitors. You can



GTA 2

GUIDE



only pick up one at a time so after you've collected each one, destroy the car - driving it into the water or blowing it up is the best way to do it. Kill all three traitors for the cash.

RED PHONE THE DAM! REWARD: \$70,000

- Wait for the clone reinforcements to show up and grab a big car so that all of them can get in.
- SRB1** - Drive over to the H2000 Water Company to the north. Watch out for the angry Z-Men as you go through the Village to reach it.
- SRB2, 3, 4 and 5** - Use the narrow walkways to reach the four turbines. Check your weapons to find some Molotov Cocktails and a Rocket Launcher; watch out for the crack troops guarding the facility and blow the turbines to pieces!

REDNECK TERRITORY EASY MISSIONS

GREEN PHONE (LEFT) BLOW UP! REWARD: \$30,000

- RGL1** - Collect the rigged Pickup from Montana's house.
- RGL2** - Drive to Fat Boy Jim's trailer and try out the explosives by blowing it up!
- Return to Montana's house and grab another rigged Pickup.
- RGL3** - Go into Zaibatsu territory and blow up the barricade blocking the entrance onto the raised bridge.

GREEN PHONE (RIGHT) GANG CAR BANG! REWARD: \$30,000

- Head for Zaibatsu territory and grab yourself a Z-Type.
- Race into SRS territory and mow down any twenty SRS men. Make sure they don't blow up your car with their Flamethrowers!
- When that's done, grab a SRS Meteor from the local area.
- Go back to Zaibatsu territory and run over twenty Z-Men. Go on - be brutal! Remember that you have to use the car so no guns!

INTERMEDIATE MISSIONS

YELLOW PHONE (LEFT) IN TOO DEEP! REWARD: \$50,000

- Hang around the phone and wait for the two Z-Types full of Zaibatsu assassins to turn up. When they arrive, wipe them out!
- RYL1** - Take one the Z-Types (they're great cars) and race over to the Wormley Train Station. Kill all the guards around the Limo by running them down!
- Go to the nearby workshop in Cayman and rig the car with a bomb.
- Return to the Train Station and park the car next to the Limo before detonating the bomb.

YELLOW PHONE (RIGHT) BENSON BURNER! REWARD: \$50,000

- Hunt down the Benson driving around the city that the Cop Chief wants so badly.
- RYR1** - Take it to the workshop in Guntersville



and rig it with a bomb.

RYR2 - Drop off the Benson at the crane near the Mobile RV Park.

- Grab yourself a Truck Cab - there will be lots of them driving about.

RYR3 - Collect the trailer by reversing into it and then return to the crane and get the Benson loaded on board.

RYR4 - Drive to the Cop Compound south of the Military Base and drop off the Benson. Boom!

YELLOW PHONE (EITHER) SECOND HAND TANK! REWARD: \$50,000

RYE1 - Go over to the Military Base and nick the Tank. As soon as you leave the base the Army will be after you, so watch out!

RYE2 - Race back to the safehouse in the Mobile RV Park as quickly as you can. Stick to the back roads or you'll run into an Army road block!

HARD MISSIONS

RED PHONE GANGLAND NONSENSE! REWARD: \$70,000

- Grab a nice big car before you answer the phone. Wait for the gang of Rednecks to turn up and then pile into the motor.

- Head for SRS territory and locate five SRS Meteors to destroy. You'll have a Rocket Launcher if you check your weapons so it won't be too tough.

- Don't waste any shots though - when you've blown up five cars, you have to go to Zaibatsu territory and get rid of five of their Z-Types as well!

RED PHONE ALMA MATER RETURN! REWARD: \$70,000

RRB1 - Drive to the strip club in Dominatrix and get into the car parked outside. Don't worry about the cops - you're supposed to get arrested!

RRB2 - When you get to prison, meet the Hump to get the Emergency Access card.

RRB3 - Go to the guard room and grab a uniform and a gun.

- Run around the prison and gun down the eight guards.

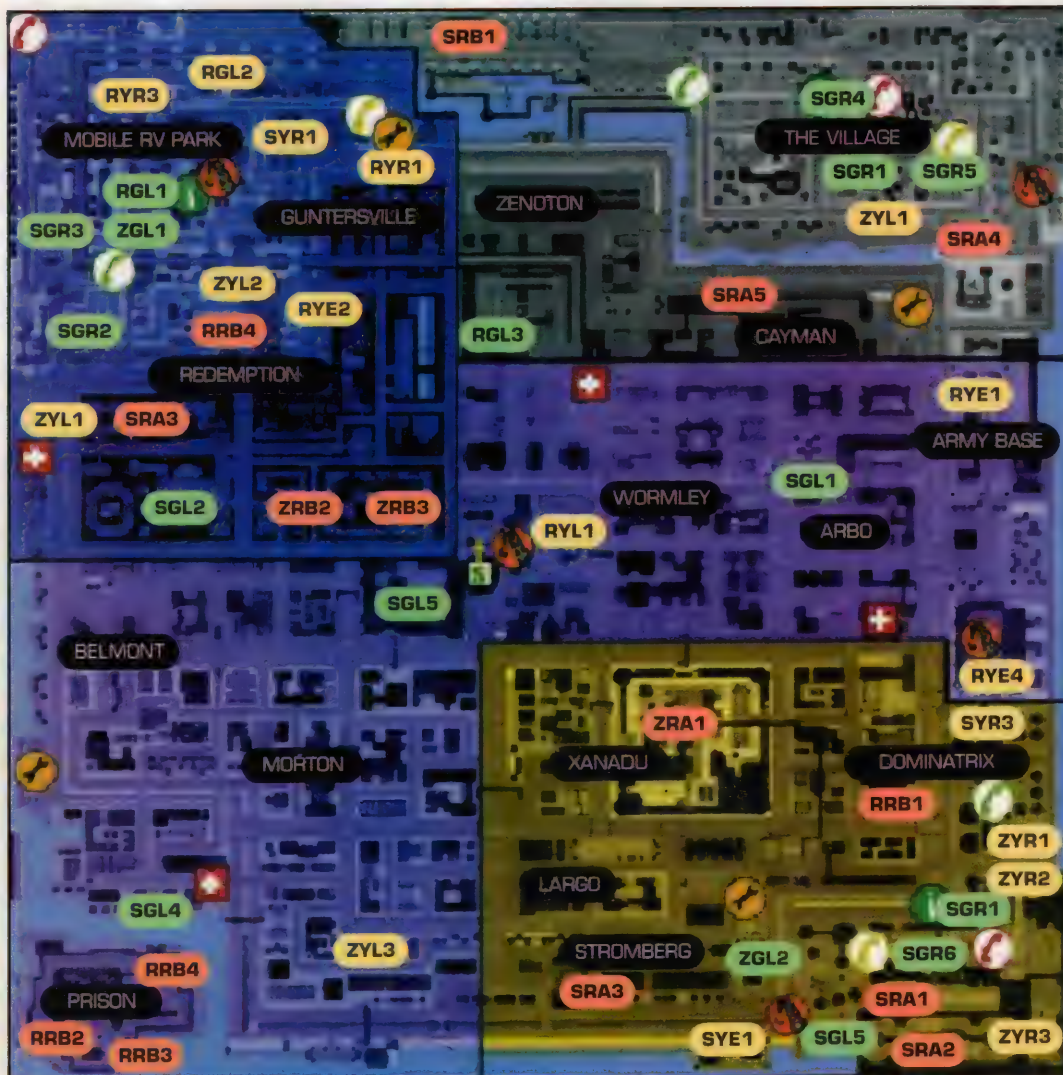
RRB4 - Make your way onto the roof via the ramp in the exercise yard and blow up the two gate locks to open the doors.

- Grab a car from the car park and leap the bridge to get back onto the road.

RRB5 - Head for Disgracelands to change clothes. Use the ramp near the fence to get in as before.



▲ Picking a good car for getting around is essential. The gang cars always offer the best top speed!



GTA 2

GUIDE

RUSSIAN TERRITORY EASY MISSIONS

GREEN PHONE (LEFT) R. S. L. BOWS! REWARD: \$40,000

RGL1 – Run over and pick up the Krishna Bus parked in Pravda.
RGL2 – Drive it to Maharishi and pick up all the Krishnas waiting for a ride.
RGL3 – Return the bus to the meat processing plant and unload the passengers.
• Use the ramp on the left to climb up on top of the cage and observe the processing of the Krishnas.
RGL4 – Collect the Hot Dog Van from the right of the plant and take it to the Kovski Diner in Sennora.

GREEN PHONE (RIGHT) RUSSIAN SAILORS! REWARD: \$40,000

RGR1 – Drive over and grab the Z-Type parked in the alleyway in Tedium.
RGR2, 3, 4 and 5 – Race all over town and pick up the four Z-Dealers from the streets.
RGR6 – Take the car to the Azari Heights Docks and leave it near the crane. Wait for the car to be dropped in the sea before moving away.

INTERMEDIATE MISSIONS

YELLOW PHONE (LEFT) KARMA ASSASSINS! REWARD: \$60,000

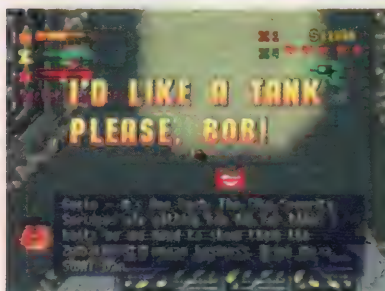
• Move out into the main road and take out the eight Krishna assassins that turn up in various Krishna buses. Stand still and be patient – they will come to you.
RYL1 – Grab a car and nip into the nearby workshop in Lubyanka to rig the car with a bomb before heading to the Train Station.
• Wipe out all the guards and then detonate the bomb next to the armoured bus to kill the assassins inside.

YELLOW PHONE (RIGHT) OFFICER DOWN! REWARD: \$60,000

• Find a Cop Car in the local area and blow it up using whatever weapons you've got your hands on.
• Continue to cause mayhem until you're wanted enough for the SWAT team to arrive. Kill them all and nick their van before destroying that too – drive it into the water and jump out just as it's going off the edge.
• Finally, massacre loads of people and get the Feds after you. Get hold of a Special Agent car and blow this up as well to claim your money. They're quite well armoured so take care!

YELLOW PHONE (EITHER) TANKS A LOT! REWARD: \$60,000

RYE1 – Grab a car and race over to meet the two oncoming Zaibatsu Tanks. Kill all the surrounding Z-Men before getting out of the car.
• Run circles around the Tanks so that their turrets can't lock onto you. Throw everything you've got at them – if they reach the end of the road, you've had it!



HARD MISSIONS

RED PHONE VEDIC MASSACRE! REWARD: \$80,000

RRA1 – Go and meet Ivan and his band of mercenaries.
RRA2 – Head for the Vedic Temple and start killing Krishnas. No vehicles are allowed – only hand-held weapons!
• Once the timer starts, you've got to survive for two minutes while killing Krishnas. Watch out for the priests with Flamethrowers!

RED PHONE SUPER GRASS RESCUE! REWARD: \$80,000

RRB1 – Grab a good car and head for the Zaibatsu Power Core.
RRB2, 3, 4 and 5 – Take care of the guards and use Molotov Cocktails on the four generators to unlock the cell door.
• Go back to the cell and pick up the prisoners. Lead them to the main gate and protect them from the Zaibatsu assassins that attack.
RRB6 – Grab a big car so everyone can get in and take it to Uncle Vanka in Lubyanka.
• Get back on the road and steal a Cop Car.
• Chase down the informant and get him to make a run for it by pulling up in front of him with you sirens going.
• Run after him until he gives up and then lead him back to your Cop Car.
RRB7 – Take him back to the Lubyanka Docks and let the Russians have their way with him!

KRISHNA TERRITORY EASY MISSIONS

GREEN PHONE (LEFT) POLICE CAR SCRAP! REWARD: \$40,000

• Find a Cop Car and steal it.
KGL1 – Take it to the Gonad car crushers and get it mashed into a block of twisted metal.
• Now go and find three more Cop Cars, taking each one to the crusher before going to find another one.

GREEN PHONE (RIGHT) DE-CONSTRUCTION YARD! REWARD: \$40,000

KGR1 – Pay a visit to the Construction Yard in Lattero.
KGR2 – The gates will be locked so go and pick up Leo the Locksmith from the Water Towers in Krimea.
• Help him destroy the generators with Molotov Cocktails and then take him back to the gate of the Construction Yard.
KGR3 – Once he opens it, run inside and kill the Zaibatsu Construction Manager.
KGR4 – Now find the Zaibatsu Truck nearby and blow that up as well.

INTERMEDIATE MISSIONS

YELLOW PHONE (LEFT) COSSACK CONVERSION! REWARD: \$60,000

KYL1 – Head for the Lubyanka Warehouse and



steal the truck.
KYL2 – Drive to the Mad Island Docks and pick up the four groups of Russians.
KYL3 – When they've all got in, drive to the Conversion House in Krishna territory.

YELLOW PHONE (RIGHT) SUNBEAM CONTRACT! REWARD: \$60,000

KYE1 – Get a big car and pick up the group of Krishnas.
• Drive into Russian territory and kill some Russians. This will draw out three car loads of Russian assassins that you'll have to deal with – kill them all to complete the contract.

YELLOW PHONE (EITHER) D-CON LABS! REWARD: \$60,000

KYE1 – Visit the DeCon Labs in Escobar. To get the Krishnas out, you'll have to destroy the three Tanks inside the complex with a Rocket Launcher.
• Once you've found the prisoners, go and get a Karma Bus from Krishna territory. Return to the Labs and collect the prisoners then take them to the Vedic Temple to be reconverted.

HARD MISSIONS

HARD MISSIONS RED PHONE ROOFTOP RESCUE! REWARD: \$80,000

KRA1 – Pay a visit to the Zaibatsu Power Plant.
KRA2, 3 and 4 – Use the walkway around the building to the north to reach the roof of the plant and destroy the three generators.
KRA5 – Follow the Krishnas to the Limo, killing any Z-Men on the way.
• Get in the other Limo and drive a little way forward to meet the Zaibatsu road block. Kill all the guards and then ram the centre van out of the way to clear the road.
KRA6 – Lead the Krishnas back to the safehouse. Don't speed off – let them keep up with you. Watch out for the Z-Men with Rocket Launchers!

RED PHONE POWER STATION! REWARD: \$80,000

KRB1 – Pick up the group of Krishnas waiting on the street.
KRB2 – Drive over to the Kovski Power Station in Russian territory.
• Run around the area, killing all the guards you meet. There are four marked guards – when you kill them, make sure you leave a bomb behind by standing where they were before moving on.
KRB3 – When all four bombs are set, head for the raised gangway and watch the explosions from a safe distance.



TOP TIP

Try to work out the quickest routes between the various gangland areas. That way, if you need to go in and waste some guys you'll know the fastest way both in and out of the danger zone.



TOP TIP

A bit short of cash? Find the nearest crane and then steal as many cars around it as you can, dropping each one to be crushed and make yourself a tidy packet into the bargain.



TOP TIP

Don't be a total amateur – use a bit of common sense when you're causing havoc. Don't steal cars or run people down in plain sight of the cops or they'll be on to you faster than a rat up a drainpipe!



TOP TIP

If someone comes up to you asking for your wallet, kill them as quickly as you can. Each time they touch or walk through you, you'll lose \$100 and that's something you can't afford!



TOP TIP

Saving might sound like a good idea but don't go doing it at every opportunity. Considering it costs a whopping \$50,000 for one save point, it's not exactly the bargain of the century!



WALK-THRU



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Game: **RONIN BLADE**

07.10

RONIN



RONIN BLADE

WALK-THRU



BLADE

There are **mysterious** goings-on in the land of the rising sun. **Corpses disappear** and ships **run aground**. To help you get to the **bottom** of things, make use of this most **honourable guide**.

WALK-THRU

KOTARO THE RONIN CHAPTER 1: HOMECOMING



TOP TIP

Hold the guard button, even when attacking. This will increase your chance of getting an instant kill strike.



► Your best friend's dojo is hidden around this corner. Accessing the dojo allows you to practise swordplay.



TOP TIP

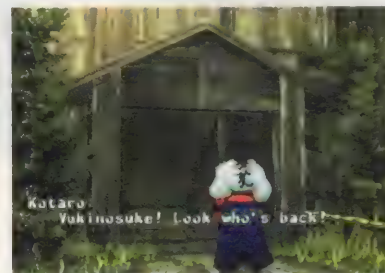
It's easier to judge the distance to your enemy if you are fighting from left to right. Always try to manoeuvre to this position.

Kotaro's mission is to reach the dojo at the end of the street. To do this, he must battle his way through the corrupt town guard. Enter the first screen and dispatch the solitary guard with your Triple Cut attack. Move to the next screen and take down the following guard with an Overhand Tsuki. Whilst he



is stunned, cut down his mate who'll be closing in. Collect the Healing Herb on the next screen.

Move forward again. The street splits at this point. You can either opt to take the left path to the dojo, or continue down the street. If you go down the street, there are two more Healing Herbs for you to collect, along with an all-important Save Flower. Once you have saved your game, make for the junction and walk to the dojo.



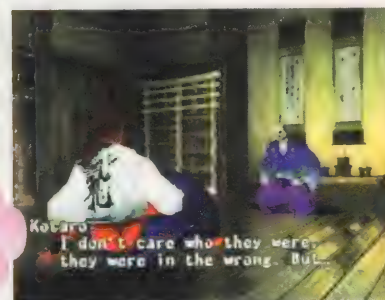
DOJO

Once inside the dojo, Yukinosuke will tell you about mysterious goings-on in the village. You then get the opportunity to fight him on the practice floor. Use this practice mode to hone your fighting skills and try out combination moves – you'll get precious little chance on the streets.

GUARD CAPTAIN

On returning to the streets, go back to where you started the level. There are two or three town guards en route, but they shouldn't pose much of a problem. When you reach the village outskirts, you'll chance upon a monk being assailed by two Samurai. Keep your guard up and use the Single Cut move in order to chip away at their energy. Once they are defeated, the Guard Captain will appear.

This guy is pretty tough. His energy bar is a third bigger than yours. Use the Overhand Tsuki move to knock him to the floor, then hack away at his back when he gets up. Don't use the Triple Cut on him, otherwise he'll deflect your blows and counterattack. Keep weaving at all times. The Guard Captain has a deadly crescent sword attack, which is unblockable. If you stand in one place, he'll get you with it.



DOJO - CHAPTER 1



KEY
H-HEALING HERB
A-ANTIDOTE
F-FOREIGN MEDICINE
M-OINTMENT

RONIN BLADE

WALK-THRU



SOLVED

The Guard Captain is a vicious killer
Introduce his innards to the cold light of day

LEARN HOW

TO DEFEAT THE GUARD CAPTAIN



[1] Kill the evil Samurai using Single Cuts, whilst maintaining block stance.



[2] Don't stay still for too long, otherwise the captain will execute his unblockable attack.



[3] Attack the captain's back, until he dies, then collect his sword to aid Kotaro's quest.

KOTARO'S MOVES

All of the moves below are for Kotaro when he's facing the top of the screen (north). Simply move them round if he changes direction.

SINGLE CUT: ☐ ☐ ☐TRIPLE CUT: ☐ ☐ ☐OVERARM TSUKI: (Hold) ☐ ☐REAR CUT: (Hold) ☐ ☐SWORD RUSH: ☐ ☐FLOOR STRIKE: ☐ ☐ ☐ when opponent is downLEAPING STRIKE: ☐ ☐

FAST MOVE: Double-tap a direction

SIDESTEP CUT: (Hold) ☐ ☐ or ☐ ☐DEFLECTION: Tap ☐ when opponent's weapon makes contact

TWO HEAVENS STRIKE (INSTANT KILL):

(Hold) R1, then press ☐ just before opponent's weapon makes contact



CHAPTER 2: THE VILLAGE



Kotaro begins the next part of his quest in the village. The village is safe, as the evil guards cannot enter, on account of the statue in the courtyard. Next to the statue is a Save Point. Talk to the villagers in the courtyard, to get more information on the temple. Equip the new sword that you got from the Guard Captain. It has a longer

THE VILLAGE - CHAPTER 2

TO THE CASTLE

TO THE
TEMPLE

TAYLOR

TO THE
BEACHTO THE
DOJOSAVE
START

reach and is sharper than the one you are currently using. Search the village for Healing Herbs. Then leave via the top left exit, next to the tailors.

TEMPLE PATHWAY

Once clear of the town, guards will begin to attack. Your new sword will give extra reach, enabling long-range strikes to be successful. Walk along the street to get to the temple steps. There are two monks at the bottom of the steps, armed with staves. These guys will poke you from a distance if you miss them with a sword

strike. Back off and wait for them to attack. Hit them with either a Deflection or a Two Heavens Strike. Their slow attacks are easy to predict and counter. With the monks defeated, head to the top of the steps. There is a woman named Kurenai there. If you escort her through the temple

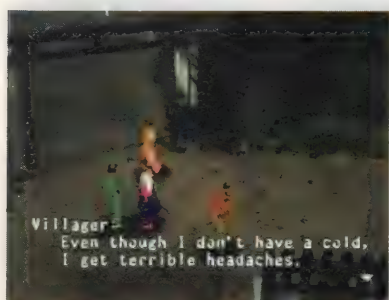


TOP TIP

Always keep your back to the wall when fighting multiple opponents.



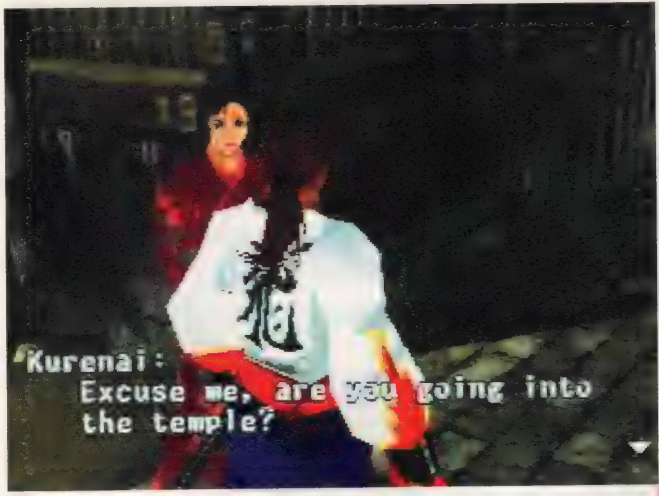
Villager:
Graveyard? Isn't it at the temple ahead?



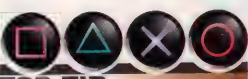
Villager:
Even though I don't have a cold, I get terrible headaches.



WALK-THRU



Kurenai:
Excuse me, are you going into
the temple?



TOP TIP

Use the deflection move to knock powerful enemies off balance. Then strike them as they stumble.



TOP TIP

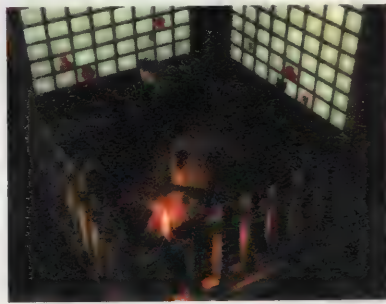
It's not in the code of Bushido, but striking the enemy's back is the best way to take them out. Run round your opponent to get past their guard.

► Someone has replaced the altar with rotting human remains. Who says Sunday school is boring?

successfully, her father, the blacksmith, will help you later in the game.

THE TEMPLE

Head up the stairs and defeat the two guardsmen that block the path. Continue to the top. Cut down the next two men. Move forward, to the shrine entrance. Wait for the guards to run down the



steps before engaging them. Move right. Kill the two men by the side of the shrine. Collect the Antidote. Return to the shrine entrance. Keep your guard up as Kotaro ascends the stairs. A Ninja will leap from the shadows. These guys are deadly. They will jump back and forth, throwing shuriken. Ninja also counter your attacks and strike with their Tanto daggers. To defeat them, use Single Cuts so they don't catch you off balance, then follow up with the Spinning Eagle.

Enter the shrine. Collect the Iron Key from the base of the statue. Two Ninja will drop in. Stand in front of Kurenai to protect her from their attacks. Once they are defeated, leave through the right door. Kill the guard outside. Proceed down the steps. Slowly approach the



two Ninja at the bottom of the steps. Use the Spinning Eagle to get them both. Enter the doorway ahead. Recover the second Iron Key from the Guards. Return to the previous screen and then take the left path. Battle through the Ninja until you reach the temple.

POWER MOVES

Every time you kill an enemy, your yellow experience bar will increase. When it reaches full capacity, you'll learn an additional Power Move. Each time you use a Power Move, your magic point bar, top left, will decrease. This bar can be recharged by killing enemies.

Most of the moves below can be used by all of the swords. There are two moves that can only be used by kanayabos.

SPINNING EAGLE (1 MP)
Kotaro will spin around on the spot, holding his Katana at arm's length. This will clear away any bad guys that try to surround him.

PIGEON SONIC (2 MP)
Hold ☐ release when charged. When the earth power is unleashed, a line of energy will travel from Kotaro and crush everything in its path.

MOONLIGHT CYCLONE (3 MP)
then press ☐ rapidly on executing the final strike. Best saved for single, powerful enemies. The Thousand Cuts does massive damage to anyone standing next to Kotaro.

PHOENIX (3 MP)
Repeatedly press ☐. This move can only be used when Kotaro is on red energy. Rapidly tap the ☐ button and he'll instantly kill his opponents with a single strike.

HAJIN (2 MP)
Hold ☐ release when charged. This move can only be used when the Sheathed Sword (Muramasa) is equipped. Hold ☐ down until the blade is fully charged, then release to kill any enemies at close range.

NITEN STRIKES (3 MP)
☐ ☐ ☐ then press ☐ rapidly on executing the final strike. With the two swords equipped, press ☐x4, then press ☐ rapidly on executing the final strike. This is more powerful than the Thousand Cuts.

BOSS-MUGA

After hearing Kurenai scream, run to the top of the steps. Pairs of Samurai will block the route. Use the Spinning Eagle to kill them quickly, then proceed to the save point and on to the boss.

Muga is tough. His belly flop attack covers most of the screen, making it very difficult to avoid. If you stand still and try to trade blows

with him, Muga will throw a powerful unblockable punch. Stay on the move and try to circle him. Hold still just long enough for him to begin his belly flop. Then dodge to the side. As he begins to rise, execute a Triple Cut or an Overarm Tsuki to his back. The key to beating Muga is getting behind him. Watch out for his deadly arse attack though.



Muga's wind-up punch is unblockable. Exploit the time it takes to charge and circle round behind him.



The belly flop attack is difficult to avoid. If it misses, Muga is extremely vulnerable as he gets to his feet.



Getting behind Muga and using the Triple Slash is the best way to win. Double tap left or right to get behind him.

game: RONIN BLADE

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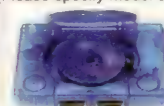
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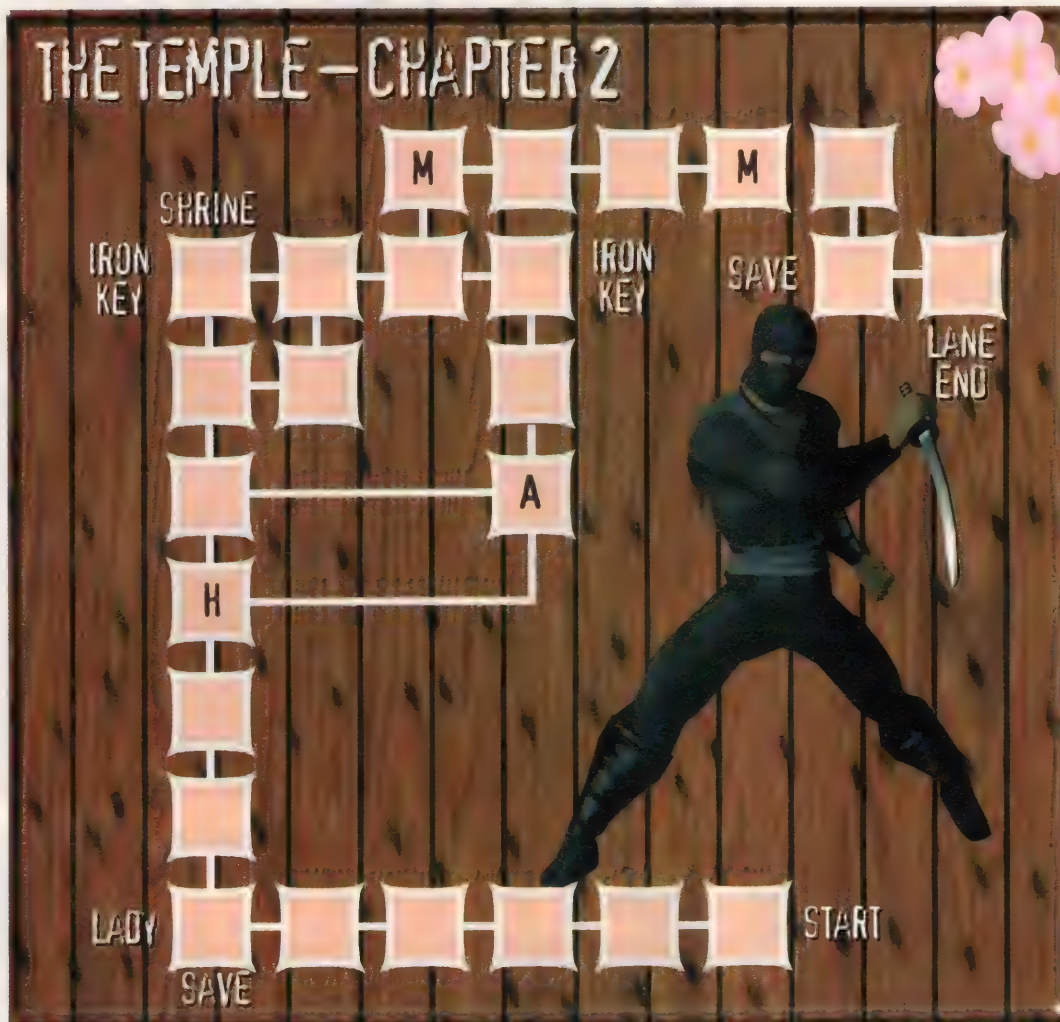
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WALK-THRU



careful. The best way to collect the Statue is to face away from the ledge and move backwards, towards it. Keep pressing the attack button until you recover the Statue. Then run and jump to safety. Make your way to room 2. Simply walk to the edge of the chasm and collect the second Statue.

Go back across the bridge. Walk all the way to room 3. Place each of the statues in the holes, next to the wall, by selecting the inventory and highlighting them with the Use command. When done correctly, Kotaro will hear a noise in the distance. Walk to the save point just outside the boss room. Be certain to save your game, as this guy is pretty tough.

ESCAPE

Urabe is down, but not out. When the cave begins to collapse, run into it. Keep heading down and Urabe's demonic form will attack. This beast is easy to defeat, if you don't let it attack. Run up to the demon and trap it in the corner. Keep using the Triple Cut until it succumbs to your blows. Check the map and run to the cave exit. Go through the hole that has appeared in the roof.



TOP TIP
Fast swords work better against armed opponents, whilst long swords keep unarmed creatures at bay. Always choose the correct weapon during a fight.



TOP TIP
Killing enemies will recharge your power bar. Always ensure it is full before you take on an end-of-level guardian.



TOP TIP
Use a double D-pad tap to move Kotaro rapidly in any direction. This will enable him to rush-attack, or dodge an enemy strike.

► Powerful attacks often produce spectacular hits. Use them to knock them enemy off their feet.

CHAPTER 3: SOUL BUGS

UNDERGROUND CAVERN

Equip your new sword. It's faster and sharper than the weapon you are currently using. Take the right passage. Keep heading forwards. Eventually you'll encounter a zombie. Multiple knockdowns are required to destroy it.

Even when floored, it'll still try to attack your feet. Take the next left. Then turn right. Go left and cross the rickety



bridge. Head for room 1 on the map. There's a Statue near the edge of the ledge – unfortunately the wind will blow you into the pit, if you aren't

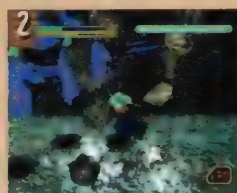
BOSS-URABE

On entering the cavern, kill the three grey zombies. Speak to Urabe, first with your mouth, then with your blade. Urabe has four methods of attack: Energy Bolt, Stone Storm, Fire Well, and Lightning Flash. Stay on the move at all times to avoid these. When Urabe performs an attack, run round behind him and strike with a Single Cut, or Overhand Tsuki. Continue running, after you attack,

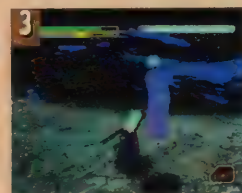
otherwise Urabe will unleash more magical energy. Once Urabe is down to the last fifth of his energy bar, he'll start flying around. This makes him very hard to hit. Try standing in the middle of the arena and hacking him when he comes close to the ground. It's very difficult to get the timing right. If Urabe knocks you down to red energy, use the Phoenix attack to finish him.



Defeat the three ancient zombies to face sorcerer Urabe. He relies on powerful magic rather than cold steel.



Move away from Urabe and run around, avoiding his attacks. Staying still is a sure fire way of getting killed.



After an attack, Urabe will pause and recharge his energy. Now's the time to run in and slash him.



RONIN BLADE

WALK-IN-ROOM

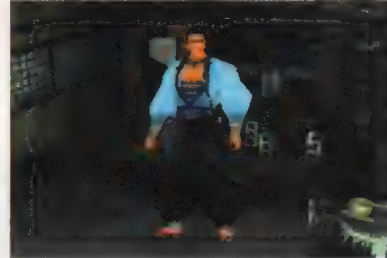
THE CAVERNS — CHAPTER 3



CHAPTER 4: THE NEST

ZOMBIE VILLAGE

After appearing in the square, the townsfolk will all flee in panic. A horde of zombies is heading this way and they aren't stopping for anything. Choose your fastest sword and prepare to do battle. Kotaro has to survive for five minutes, before the zombies take a hint and return to the grave. Managing to kill over 250 zombies will cause Musashi to meet you outside the

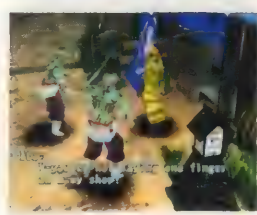


dojo. If Kotaro manages to dispatch over 300 zombies, he'll be given the Rusty Sword. Take this to Kurenai's father (the blacksmith) on the edge of town. He'll knock the rust off and turn it into a

SWORDS

DENTA SHARPNESS: DULL LENGTH: 4'3" WEIGHT: 460Z A famous sword, but years of hard use have taken a toll on its edge. Kotaro's initial weapon. Slow and not very powerful. Change it as soon as possible.	MASAMUNE SHARPNESS: GOOD LENGTH: 2'9" WEIGHT: 260Z A short sword that is commonly known as 'butcher knife'. Its compact size enables rapid slashes. Collect it from the weapon stand in Yukinosuke's house.
MONIHOSEIZAO SHARPNESS: ORDINARY LENGTH: 6' WEIGHT: 710Z Named 'Laundry Pole' for its remarkable length. Famous as Kojiro Sasaki's sword. After beating the Guard Captain, take this from his warm corpse. It's sharper and has a longer reach than your initial weapon.	MURAMASA SHARPNESS: EXCELLENT LENGTH: 4'1" WEIGHT: 330Z Perhaps because of Yukinosuke's lingering despair, this sword could only be used for quick-draw attacks. Collect it from Yukinosuke's corpse after defeating him at the dojo.
OSAFUNE SHARPNESS: ORDINARY LENGTH: 4'3" WEIGHT: 360Z The renowned sword, Bizen Osafulune. With a good balance of reach and heft, this sword is extremely easy to use. Collect it from Muga, at the temple.	HOUEI SHARPNESS: GOOD LENGTH: 5'6" WEIGHT: 370Z An ancient Japanese sword. Although its sharpness is merely good, it exudes an oddly evil atmosphere. Take it from the weapons rack in Toho's castle. It drains your life slightly, after a successful attack.
RAN-UN SHARPNESS: GOOD LENGTH: 5'4" WEIGHT: 340Z A jagged sword that is said to beckon storms. It appears to have been made in a foreign land. Kill Urabe to acquire this. The sword discharges electrical power on each successful hit.	KOGARASUMARU & ONIMARU SHARPNESS: GOOD LENGTH: 4'3" WEIGHT: 360Z Two renowned swords that are specifically intended for use as a pair. It is unknown how they came into Musashi's possession. Face Musashi on the beach, during Chapter 6, to get these.
DOUJIKIRI SHARPNESS: GOOD LENGTH: 5'4" WEIGHT: 340Z The sword that is said to have vanquished the legendary monster Shutendouji. Over time, it gained the power of fire. Collect it at the start of Chapter 4. It will burn zombies quickly and easily.	NIHON SHARPNESS: EXCELLENT LENGTH: 5'9" WEIGHT: 260Z A magnificent sword that glitters with divine brilliance. Its sharpness is simply outstanding. Defeat 300 zombies in Chapter 4, then take the Rusty Blade to the blacksmith.

marvellous magic sword. Once this is done, run to the tailor's house. Save him from the two attacking zombies. Enter the shop. Kotaro will now be able to change costume here, at any time during the game. Continue down the street to return to the temple. There are tons of Power-Ups waiting to be picked up. Once you've had your fill, go back to the village square and make for the dojo.



▼ Zombies take more than a few hits to go down.

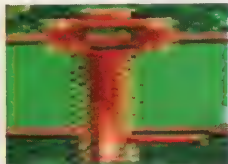


WALK-THRU

ITEMS

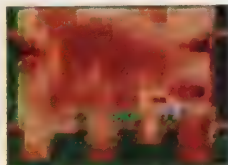
IRON KEYS

Found in the shrine area, they open up the entrance to the main temple.



DOJO KEY

Collect this from the second monster to burst through the wall in Yukinosuke's dojo.



ARCHER STATUE

Found in the caverns, the statue is next to a ledge that sucks Kotaro to his death.



SWORDSMAN STATUE

The swordsman statue is on the opposite ledge to the archer statue, in the caverns.



TOP TIP

When severely wounded, Kotaro will move slowly and stagger about. To counter this, use the double-tap method of movement to increase his speed.

TOP TIP

If enemies are at a higher or lower level, use a jumping attack to get amongst them in style.

TOP TIP

Even if you've no need to search an area, do so. Returning to old areas during the game will unearth secret Power-Ups.

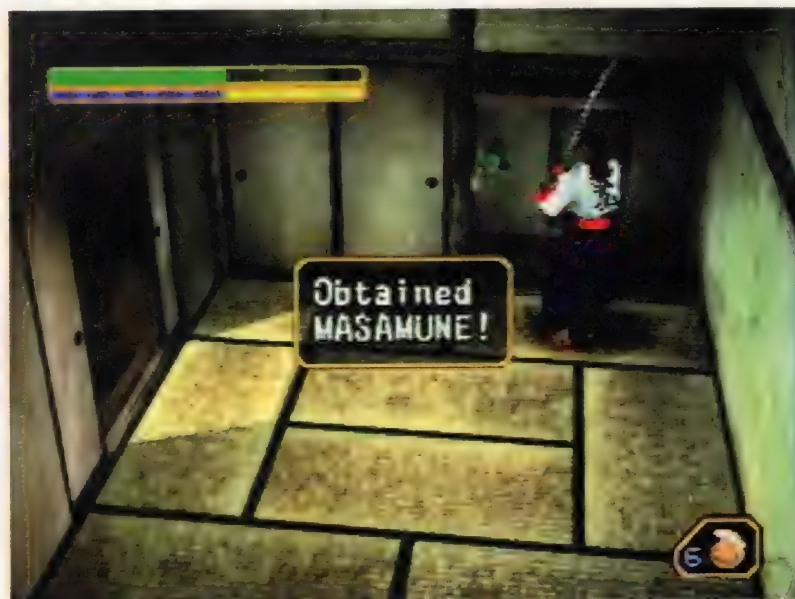
CHAPTER 5: FRIEND



DOJO

On the first street, undead swordsmen block the path. These guys take five good cuts to kill. Use Pigeon Sonic to floor them, then follow it up with a ground attack. Move forwards to find the dojo entrance. Enter the doorway and do battle with the mutated zombie. This guy is tough. He attacks mostly with his sword, but if you continuously guard he'll strike with an unblockable fist. Carve your way through the zombies and search the dojo. Follow the passage round to get back outside. When the zombie bursts through the wall, cut it down. Pass through the hole and enter the garden.

The dojo entrance is on the right, but you'll need a key to get in. Walk south, through the garden. Another zombie will



burst through the wall. Give it a sound beating. Collect the Dojo Key from its twitching, lifeless form. Walk up to the save point. Enter the right door. Grab the sword from the stand. Fend off the two zombies that drop in. Go back to the locked dojo door and use the Dojo Key.

YUKINOSUKE

Whoa! Your friend Yukinosuke has been possessed by the soul bugs! Looks like you'll have to make sushi out of him. A Zen swordsmaster, Yukinosuke is no pushover.

He'll counter every cut you try to make. As bad as you might feel, you're going to have to be a back-off bandit to win this fight. Stand well back, holding block, and wait for him to strike. When he's off balance, hit him with one or two cuts. If you hit him with three cuts, he counterattacks on the third. As his blows do severe damage, it's best not to be too aggressive.

Once Yukinosuke's down to the last fifth of his energy bar, he changes swords. He can't block with the Masamune sword, but his laijustu attack is unblockable. To finish

DOJO INTERIOR - CHAPTER 5





RONIN BLADE

WALK-THRU

SOLVED

The dojo master is a supreme swordsman. Only by deflecting his attacks will you stand a chance.

LEARN HOW TO DEFEAT YUKINOSUKE

1

[1] Wait for Yukinosuke to do a powerful attack, then let rip with your sword.

2

[2] When you see the shortsword begin to charge, dodge to the side and strike.

3

[3] When Yukinosuke resorts to his shortsword, his attacks become unblockable. Sidestep them.

him off, rush in with a Triple Cut. Take care, as he is very slippery and often gets out of the way. Wait until you see him begin to charge up his sword, before attacking.



CHAPTER 6: SHOWDOWN

RAVEN FOREST

After speaking with Hyaku, return to the dojo. There are plenty of items there. Go back to the village shrine. Move to the top right corner of the village and make for the beach. Kill the two spear men in the first screen, by circling to their backs and cutting them down. Don't get too close, otherwise they'll deflect your blade and counterattack. Press on to the next screen and collect the Ointment. Walk round the bend and enter the alleyway. Defeat two further sets of spear men and proceed into the gate on the right. Walk through the next street, grab the Ointment, and



move to the well. Kill the last few zombies, then exit the town via the gate.

Enter the forest. Walk up the steep path and use the Overarm Tsuki to kill the bat creatures. Collect the next set of Ointment. Keep following the trail until you reach a save point. Take the path to the north and collect the Antidote on the next screen. Continue heading upwards and defeat the bat. Enter the following screen to get to another save point. Take the exit to the north. Move past the bamboo construction. Head down the path to reach the beach.

GANRYU BEACH

Continue down the trail and through the dried fish racks. Collect the Ointment. Move through the gap in the boats. Kill the Ninja on the beach. Take the right turn to collect some Antidote. Go back left and grab more Ointment. Press on along the beach, until you reach more hanging fish. Do battle with the blue Ninja. Walk past the fish and on to the main beach, where the ship is wrecked. Collect the Foreign Medicine from the beach. Go back to the hanging fish. If you encountered Musashi (killed over 250 zombies) in Chapter 4, he'll be here, waiting for Kotaro. Take him down. Collect the Katana and Wakasashi.



These are the second-best swords in the game. Return to the village.

THE CASTLE

Take the north route from the village square to reach the castle. Demonic beasts will attack Kotaro. As they surge forwards, circle behind them and hack their legs. Don't stand still for too long, otherwise they'll take a massive bite out of your energy bar. Run to the castle entrance. Keep your back to the wall and wait for the Ninja guards to drop in.

Cut them down at close range. Continue past the next set of Ninja and grab the Ointment. Move to the save point on the following screen. Save your game here, as you're about to face Tohjo's battle-hardened Samurai. Approach the stairs. Rush the Samurai and use the Spinning Eagle to cut them down. Climb the stairs and fend off the next attack. Keep going up until you reach a pagoda. Enter it and defeat the Ninja. Collect a Sword from the weapon rack.

CASTLE INTERIOR

Move into the gold storage area. Defeat the single Ninja guard. Move slowly into the gold pit. Keep your back against the wall. Three Ninja will jump down from the roof. Try to get them all with the Spinning Eagle. Once clear of the chamber, press on and collect the Ointment from the store cupboard. Watch out for the Ninja at your back! Walk right and press on north. Kill the Ninja that jumps from the wall.

ITEMS

HEALING HERB
This grassy substance will restore one third of your energy bar, when consumed.



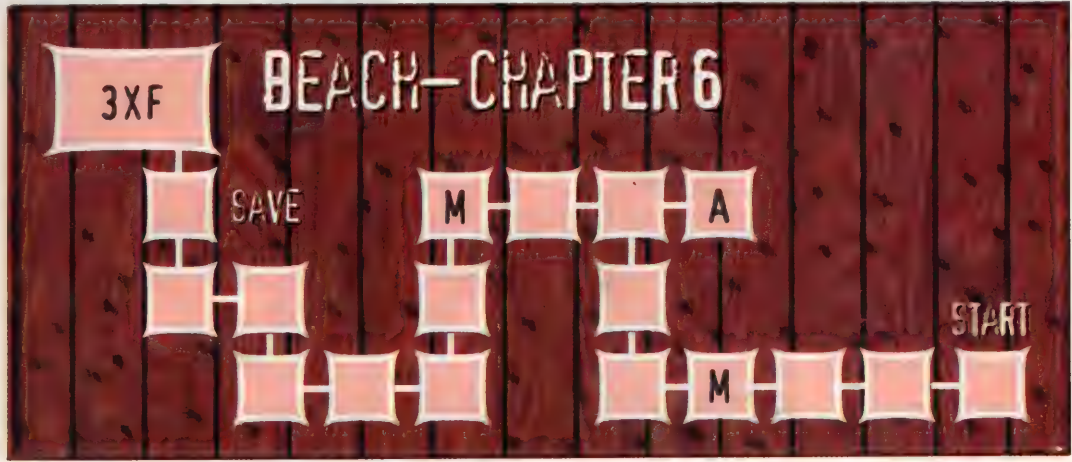
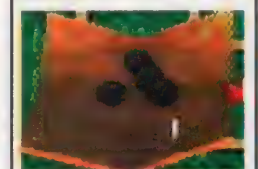
ANTIDOTE
The red coloured herb will cure Kotaro of any poison or disease-related injuries.



OINTMENT
Shaped like an oyster, this ancient Japanese remedy restores half Kotaro's health.



FOREIGN MEDICINE
These black droplets restore Kotaro's energy bar to maximum.



WALK-THRU

CASTLE EXTERIOR CHAPTER 6



Grab the Ointment from the side of the staircase, then proceed up it. Move down the corridor to face the undead Samurai. This guy is the equivalent of the tyrant in *Resident Evil 2*. Every time you put him down, he'll come back for more. Take him out with Single Cuts, then proceed further into the corridor. Quickly run round the bend. The undead Samurai will run towards Kotaro and try to cut his back. Stand your ground and slice him in twain. Move further along the corridor. Battle through the zombies to a room with a save point. Steal both items from the shelf. Enter the right door. Back into the corner and destroy three zombies



before they can encircle you. Continue right. Move towards the staircase. Collect the Foreign Medicine from the bottom, then head up the staircase.

LORD TOHJO

After the usual pre-match banter, Tohjo will get it on, using his Naginata. This weapon is virtually unblockable, so your best defence is speed. Stay on your toes and keep sidestepping. When he exposes his back after a strike, attack. Use the Sword Rush to cut him as he moves forward, then step back out of range. Be

sure to keep Kotaro's energy bar at least a third full – if Tohjo manages to strike him, he needs at least that to survive.

Use the two swords from the beach, or the one you got from the castle armoury, to attack Tohjo. After a few hits, Tohjo will begin to heal himself. When this happens, either use the Sword Rush or circle round behind him. Keep up the pressure, otherwise he'll soon return to full strength.

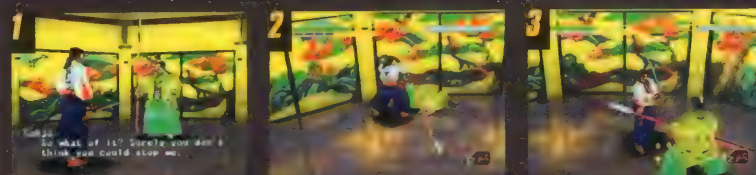
Once Tohjo dies, you don't get an FMV ending. Instead you're prompted to save the game. Do so. Use this save game to begin the adventure again, with Lin.

SOLVED

The final boss is the Naginata-wielding Tohjo. Pick a shortsword and try to get inside his guard.

LEARN HOW

TO DEFEAT TOHJO



- [1] Lord Tohjo awaits at the top of the castle. His Naginata is a potent weapon, with long reach.
- [2] Wait for Tohjo to lunge, then sidestep and attack with a Sword Rush. Keep attacking until he changes facing.
- [3] Tohjo will periodically attempt to heal himself. Use the Sword Rush or the Masamune to strike him before he does so.

CASTLE INTERIOR—CHAPTER 6



TOP TIP

When engaging Ninja, take care to keep your guard up. They sometimes hurl poisonous shuriken, which drain energy until treated with an Antidote.



NEXT MONTH

We battle on with the complete solution to Lin's quest. Don't miss it or you are going to end up sliced and diced.

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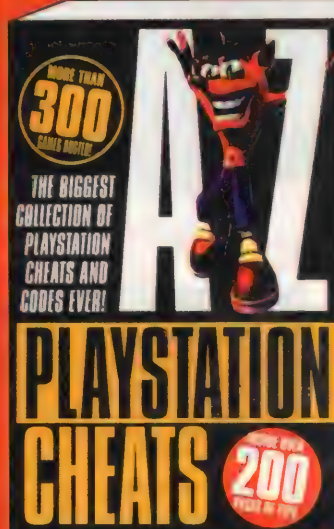
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NEWS

CROFT ORIGINAL

Lara Croft has released an album, entitled 'Female Force'. Produced by the Eurythmics' Dave Stewart, the CD features 11 tracks, including the single 'Getting Naked' - which! It also includes some interactive gibberish and pictures for PC and Mac owners (not great), plus exclusive Lara trading cards. Words are by as real-life Lara, Rhona Mitra, who sounds amazingly like Ewan McGregor from Shakespeare's 'Sister' - Dave Stewart's music, no less! From... The music is sickly produced. Eighties-style dance-pop (a la Mr. Republic) with some decent tunes - worth checking out if you like this sort of thing.



POWER PROTECTOR

Occasional power surges in your home electricity supply could be damaging your PlayStation, according to Kingfield. Such surges can crash your game (there goes your high score) or, if powerful enough, even result in damage to your PlayStation's circuitry. Which is why Kingfield have come up with the Bongo Protector device, retailing at £10. Fitting between the power cable and your PlayStation, it will absorb any excess electricity, ensuring that your console is completely unaffected.



MEMORY CARD SHOCKER

Fears of a PlayStation memory card shortage have been eased, due to the recent Taiwan earthquake. The quake knocked out half the factories producing IC chips for memory cards. Joytech's Matthew Lippsett commented, 'We've worked with our retail partners to ensure this stock will be fulfilled. However, any late-minute panic buyers will find it difficult to fulfil their needs.' Shocker, isn't it? - see our special offer on page 50!

In this month's **round-up** we pump up the bass with some new speakers, reveal a new **Action Replay** that works on any **PlayStation**, and test-drive the **Top Drive Reactor**.

SOUND STATION SP-300

SUPPLIED BY: LOGIC 3
PRICE: £49.99

There's nothing more likely to ruin a dramatic game atmosphere than tinny sound from your portable TV. So why not upgrade your system with some more powerful speakers? The new Screenbeat Sound Station features a 300 Watt (PMPO) sub-woofer and twin satellite speakers for under 50 quid. It sounds good value, and it sounds good! It's easy enough to connect to your PlayStation (or PC/Dreamcast/Mac - spit!) and pumps out some thumping bass when you turn the bass up. The sound quality's surprisingly good and there's plenty of volume to annoy your parents/neighbours.

♦♦♦♦♦



TOP DRIVE REACTOR

SUPPLIED BY: LOGIC 3
PRICE: £25.99

Now this looks familiar and, no surprise, it's compatible with Namco's innovative JogCon system, offering variable jogging feedback. The only drawback is that so far this feature is only used by Namco's *Ridge Racer Type 4*. Otherwise the Reactor functions as a standard Dual Shock analog (or NeGcon) controller, albeit with two programmable trigger buttons and a mini wheel for steering.

For the latter, there is a switch to adjust the sensitivity to five settings, but we had problems. The highest sensitivity resulted in us sliding all over the track. Upon turning it down, it wasn't responsive enough to slight steering alterations, as the neutral position (ie steering straight) became too wide. This, in turn, led to oversteering and more sliding/spinning. With a bit of practice, we did get used to a more sensitive setting, but at the end of the day we'd still prefer a standard analog pad, or proper wheel.

Logic 3 claims that the Top Drive Reactor provided the best lap times when tested against other PlayStation controllers. Our tests suggested otherwise, but you might want to try it out.

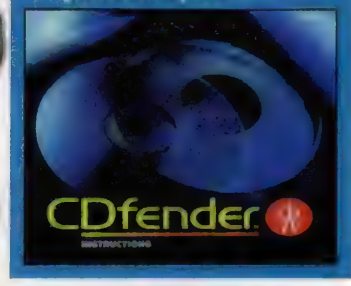
♦♦

GIZMO

SUPPLIED BY: OPTIC
INTERNATIONAL
PRICE: £4.99 (FIVE PACK)

We all know how annoying it is when your favourite game or album starts skipping because of scratches on the CD. Well, British inventor Trevor Burroughs has come up with a unique solution. The CDfender is a polycarbonate film which attaches to the CD and remains in place during play. A cohesive sealant joins the device to the disc, repairing minor scratches as the sealant fills the damaged area.

We tested it out on one of our scratched PlayStation CDs. It was relatively easy to apply the self-adhesive protective film - just place it in a CD case, peel off the top layer, then place the CD onto it, lift it off with the plastic tabs, smooth it over with your thumbs, and slowly peel off the bottom layer. Unfortunately, it didn't get our badly scratched disc to work, although it is only meant to repair minor damage. While it's no miracle cure for badly scratched discs, the CDfender could be a good way to protect your working discs from getting damaged in the first place.



Sneak Peeks

ACTION REPLAY CDX

SUPPLIED BY: DATA
PRICE: £29.99

Since July 1999, new PlayStations have come without the parallel port at the back - which made it impossible to plug in standard cheat cartridges. However, the folks at Data! have finally come up with an ingenious solution. The new Action Replay CDX plugs into the memory card port, making it the only cheat cartridge compatible with all PlayStations.



Enclosed with thousands of codes, you can input the standard Action Replay codes printed in PowerStation and other magazines, or from Data!'s regularly updated Web site. It also comes with a Comm Link cable, enabling connection to a PC to discover new codes. We'll take a proper look at the CDX next issue.

TOP DRIVE GTD

SUPPLIED BY: LOGIC 3
PRICE: £24.99

Yes, that's right, a steering wheel for under £25. Well okay, the TopDrive GTD is only eight inches in diameter, but packs in plenty of features, including Dual Shock compatibility, twin analog buttons for acceleration and braking, and 'lick shift' style sequential gear selection. Compatible with JogCon and NeGcon games, as well as standard analog mode, it has a full ten-button layout, button reposition function, and variable steering sensitivity. Sounds like a top drive to us - we'll test-drive it next month.



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As the end of the Millennium draws near the TOTAL GAMES NETWORK (www.totalgames.net), in association with HMV and Titus, has decided to honour the best pieces of software ever made on all formats. This is your once in a lifetime chance to participate in the greatest gaming survey ever devised – the Millennium Games Awards!

All we want is for you to tell us what ten games have rocked your world using the form provided below. Having done this, complete the survey information and your details on the following page and then send it back to us Freepost – no stamp required.

Completed entries will be pulled out of the sack and the winners picked at random – there are no right or

wrong answers. Once we have received all the entries, we will compile a top 100 games of the Millennium and one lucky winner will receive a DVD player and ten UK DVDs. 2nd prize is a Nintendo 64, PlayStation and a Dreamcast. While 50 runners-up will each receive get a £10 HMV voucher. Don't delay, get those voting forms in today!

Here are the personal favourites of our editors – vote for your own!

Nick Roberts Managing Editor

1. Out Run (Arcade)
2. Metal Gear Solid (PS)
3. Gun Fright (Spectrum)
4. Pac-Man (Arcade)
5. Bubble Bobble (Spectrum)
6. Rick Dangerous (Spectrum)
7. Super Mario World (Super NES)
8. Dynamite Dan (Spectrum)
9. James Pond: Robocod (Mega Drive)
10. San Francisco Rush (N64)

Phil King, Editor of PowerStation

1. Goldeneye (N64)
2. Gran Turismo (PS)
3. ISS Pro Evolution (PS)
4. Starcraft (PC)
5. Skool Daze (Spectrum)
6. Sensible World Of Soccer (PC)
7. Tekken 3 (PS)
8. Tomb Raider (PS)
9. Laser Squad (Spectrum)
10. Worms (PC)

Ryan Butt, Editor of Play

1. ISS Pro Evolution (PS)
2. Goldeneye (N64)
3. Resident Evil 2 (PS)
4. Sonic The Hedgehog (Mega Drive)
5. Arkanoid (C64)
6. Kid Chameleon (MegaDrive)
7. Back 2 Skool (Spectrum)
8. Wonderboy (Arcade)
9. Tekken 3 (PS)
10. Street Fighter II (Super NES)

Andy McDermott, Editor of 64 Mag

- 1: Robotron 2084 (Arcade)
- 2: Quake II deathmatch (PC)
- 3: Goldeneye (N64)
- 4: Elite (BBC/C64/Atari ST)
- 5: Defender (arcade)
- 6: Ancipital (C64)
- 7: Tomb Raider (PlayStation)
- 8: Street Fighter II Turbo (Super NES)
- 9: Super Mario Kart (Super NES)
- 10: Tempest 2000 (Atari Jaguar)

millennium games awards entry form

The top ten games that have changed my life are:

1
2
3
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5

6
7
8
9
10

*Important: please write your game name clearly and in capital letters only. Also ensure that all game names are spelt correctly and that you put what games system they are for in brackets. The closing date for the Millennium Games Awards competition is 31/12/99.

The results of the Millennium Games Awards will be printed in the following magazines: **Play #59**, **64 Magazine #37**, **PowerStation #46**, **64 Solutions #17**, **DVD Review #10**, **Dreamcast Magazine #6** and **Dreamcast Solutions #3**.

millennium Games Awards

questionnaire

Name:

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Daytime telephone number

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I am prepared to attend the prize ceremony at HMV

☐ Yes ☐ No

Are you?

☐ Male ☐ Female

What age group are you in?
(tick one)

- ☐ 10-17
- ☐ 18-25
- ☐ 26-35
- ☐ 36-45
- ☐ 46-50
- ☐ Over 50

Are you?

- ☐ Married
- ☐ Living with your partner
- ☐ Living with your parents
- ☐ Living alone
- ☐ Living in a shared house
- ☐ Divorced/separated
- ☐ Widowed

What is your occupation?
(tick one)

- ☐ Director
- ☐ Manager

- ☐ Self-employed
- ☐ Skilled worker/Tradesman
- ☐ Manual worker
- ☐ Office worker
- ☐ Shop worker
- ☐ Public sector
- ☐ Professional
- ☐ Armed Forces
- ☐ Student
- ☐ Housewife/husband
- ☐ Retired
- ☐ Unemployed
- ☐ Other (please state)

What is your household's total annual income?

- ☐ Under £10,000
- ☐ £10,000-£15,000
- ☐ £16,000-£20,000
- ☐ £21,000-£45,000
- ☐ £46,000-70,000
- ☐ £71,000-100,000
- ☐ £100,000+

What newspaper(s) do you read regularly?

- ☐ The Sun
- ☐ The Daily Mail
- ☐ The Daily Express
- ☐ The Daily Mirror
- ☐ The Guardian
- ☐ The Times
- ☐ The Independent
- ☐ The Financial Times

Do you own or intend to buy a console in the next 6-12 months?

- ☐ No
- ☐ Yes (Please tick all that apply)

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Sony PlayStation	<input type="checkbox"/>	<input type="checkbox"/>
Nintendo 64	<input type="checkbox"/>	<input type="checkbox"/>
PC	<input type="checkbox"/>	<input type="checkbox"/>
Game Boy Color	<input type="checkbox"/>	<input type="checkbox"/>
PlayStation 2	<input type="checkbox"/>	<input type="checkbox"/>
Dreamcast	<input type="checkbox"/>	<input type="checkbox"/>
New Nintendo console	<input type="checkbox"/>	<input type="checkbox"/>

Do you own a computer?

- ☐ Yes
- ☐ No, but I intend to within the next 6 months
- ☐ No, and I don't intend to buy one in the next 6 months

Are you connected to the Internet?

At work

- ☐ Yes
- ☐ No

At home

- ☐ Yes
- ☐ No, but I intend to be in the next 6 months
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Do you own a DVD player?

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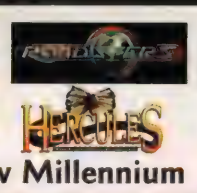
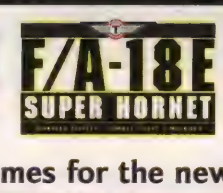
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once you have completed all these questions and the all important top ten, please send it back to:

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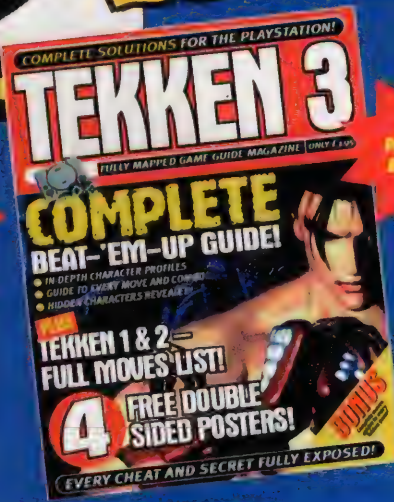
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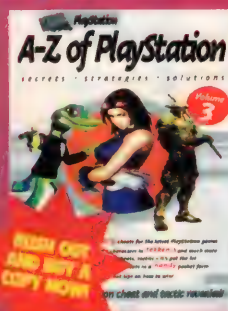
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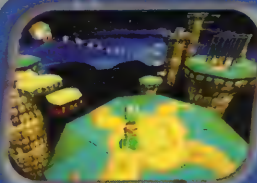
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Have All Relics Sapphire
365ce6bb 594e
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Have All Relics Gold
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7659fb3a 5a5a
b65a5756 595a
165d362c 5c5b

Gimme Cars

7659fb3a 5a5a
b6c857b8 5959
165d0d74 595a
INCREASED RACE
MODS:

Note: For the following
codes, you must have
bought the
modifications so adjust
the settings in the first
place. Replace XX with
a number from 5A to
4F.

Downforce Front
865D8064 59XX
Downforce Rear
865D8074 59XX
Ride Height Front
865D7A34 59XX
Ride Height Rear
865D7A44 59XX
Chamber Front
865D7F74 59XX
Chamber Rear
865D7F84 59XX
Springs Front
865D7A14 59XX
Springs Rear
865D7A24 59XX

KKND:
KROSSFIRE

Always Have Full Map
765FB3BC 5959
365FB374 5958
Infinite Money
7660A1C4 5959
8660A1D0 504F
7660A434 5959
8660A440 504F
7660A17C 5959

KNOCKOUT
KINGS '99

Player 1 Invincibility
8671F97A 59AA
Player 1 Has No Energy
8671F97A 595A
Player 1 Always Has
Maximum
8671F9AC 6CE2
Player 2 Invincibility
8671022E 59AA

XPLOER'S WORLD

XPLOER

S WORLD

Player 2 Has No Energy
8671022E 595A

LEGACY OF KAIN: SOUL REAVER

Infinite Health
87646A289BD5
Shift Any Time
87EB1F72F579
Have All Glyph Abilities
874270A50429
Have All Forged & Special
Abilities
87B5672E01F4

NEED FOR SPEED: ROAD CHALLENGE

Loadsamoney
8665B425 598A
8665B42C 598A
Infinite Time On Hot Pursuit
Mode
86593842 755A
Kindiak Park
8665B4A4 5959
Celtic Ruins
8665B4A8 5959
Dolphin Cove
8665B49C 5959
Snow Ridge
8665B494 5959
Raceway
8665B4B8 5959
Raceway 2
8665B4B4 5959
Raceway 3
8665B4BC 5959

METAL GEAR SOLID

Infinite Air
86601DE3 5956
Infinite Life
865FB15A 5A5A
All Weapons Infinite Ammo
86605756 595A
165FB166 594F
All Items
866E5756 595A
165FB18E 594F
Radar During Evade
86601DB0 595A
Never Have Time Bomb
865FB1B2 595A
Have Suppressor Active
865FB1C0 595A
Ghost Mode
86601DC0 595A
86601DBE 595A
Never Get A Cold
865FB15E 595A
All Modes VR Training
865FA75D 597A
Walk Through Walls
8658AE88 ED16
8658AE86 615A
Unlimited Time
8664B0D0 93F2
SURVIVAL TRAINING:
Infinite Time Level 1
866A8A4C 595A
Infinite Time Level 2
866A0AD8 595A
Infinite Time Level 3
866A02C8 595A
Infinite Time Level 4
8669AB70 595A
Infinite Time Level 5

86697E34 595A
Infinite Time Level 6
866A39D8 595A
Infinite Time Level 7
86695C70 595A
Infinite Time Level 8
86697148 595A
Infinite Time Level 9
866984B8 595A
Infinite Time Level 10
866C9290 595A

PARAPPA THE RAPPER

Cool Rating
801C8916 0000

POPULOUS: THE BEGINNING

Infinite Lightning Spell
801DC2E2 4404
Infinite Swarm & Tornado
Spell
801DC2E4 0433
Infinite Hypnotism &
Invisibility Spell
801DC2E6 3344
Infinite Fire Storm Spell
801DC2E8 0022
Infinite Erode & Swamp
Spell
801DC2EA 3322
Infinite Land Bridge & Angel
Of Death Spell
801DC2EC 22F4
Infinite Flatten & Quake
Spell
801DC2EE 3322
Infinite Convert & Volcano
Spell
801DC2F0 4422
Infinite Shield & Battle
Arena Spell
801DC2F2 4444
Infinite Time
801E5F90 036B
All Shaman Spells
873AD6A4C134
873CDB6C134
873CDB6C134
873CDB6C134
8740DC6AC134
8742DA6CC134
8744DC6EC134
8746DA70C134
8728CC72C134
872ACA74C134
Unlock All Levels
87F2BFB83436
87F6BFB83436
87FABFC33436
87DEAFC73436
87E2AFCB3436
87E6AFCF3436
87EAAFD33436
870E9FD73436
87129FDB3436
87169FDF3436
871A9FE33436
87FE8FE73436
87028FEB3436
87068FEF3436
870A8FD33436
871E6F073436
87226F0B3436
87266F0F3436
872A6F133436
873E4F072446

87525F1B3436
87565F1F3436
875A5F233436
873E4F273436
87424F2B3436
87464F2F3436
874A4F333436

PREMIER MANAGER 99

Unlimited Money
8664B8C4 224F
8664B8C2 94F4

R4: RIDGE RACER TYPE 4

Unlock Extra Time Trial
87CC42AB 3436
Complete All Time Trials
87D343B2 3536
87D541B4 3536
Unlock All Cars
87BC7838 3535
175A3482 C134
8776A433 C234
Turbo Boost
772ED964 A134
870CF5E3 CC34

RUGRATS

Infinite Health
866482C3 594F
Infinite Time
86629A94 D870
Infinite Batteries
8663A77B 594F

SILENT HILL

Saves Always Zero
8730F8003535
Infinite Health
8742D04EC134
8743FC3C234
Infinite Ammo
876EA0DDC234
Any Quantity Of Any Item In
A Slot
Note: To use this code, go
to item select screen and
use L1, R1, L2, and R2 to
change the item and its
value. You must leave this
screen and come back for
the item to be changed
properly. Please be warned,
some items seem to crash
the PlayStation, so SAVE
before trying.
F7E78276B541
5747CE5A9589
B4F3B4CF1D61
C4FC54451C99
330033247E67
489FF49F2B5A
34FB9B5721E8
B4FCBA9C9B59
34F05CC08095
34FA58827FFA
34FF346FBE56
B45984793CD8
54DE14DE9D79
587B87B18D8
34EF64632076
3499D49918D8
34F534C11E59
C0F9C8C85356
34F334531E55
35FE35011C55
35FF35011B55
35FF35011B55

34FF34001B55
35FE35011C55
57B74AB69539
52FF52F71B55

SPYRO THE DRAGON

Red Spyro (Press L2 + A)
765b4786 3f4f
865b4750 575a
Unlimited Time
865b1868 5630
865b1834 5630
Unlimited Energy
365b4ca4 595b
Unlimited Lives
365b1858 59bb

STREET FIGHTER EX PLUS ALPHA

Infinite Energy Player 1
3671c164 5922
Infinite Energy Player 2
3671d68c 5922
Full Power Bar Player 1
3671c163 59e8
Full Power Bar Player 2
3671d68b 59e8
Enable All Endings
86719b9c 4c4f
86719b9a 584d

SYNPHON FILTER

Have All Weapons
876EA6C2C134
87759FC58C34
Infinite Ammo Weapons
8718C1F7D298
8730A10FD298
8738A117D298
87681127D298
8780F13FD298
8748B107D298
876D111FD298
87580137D298
8744B103D298
872CA108D298
8734A113D298
875C1118D298
87641123D298
8784F143D298
8774E153D298
87540133D298
Open All Levels
8724CD3D3049

TEKKEN 3

Infinite Health Player 1
87F82B9E3387
Infinite Health Player 2
8F53342A3387
Enable Tekken Ball Mode
371D93273238
Enable Theatre Mode
371E92283238
Enable All Movies
87F49862C134
87F69664C134
87F89866C134
87FA9668C134
Enable All Characters
87CCA85AC134
87CEA65CC134
Enable Extra Costumes
872967D3D438
87CB1F9343A
Infinite Time To Choose

Character
870BA576C534
Throws Do 100% Damage
87C6B377224C
No Black Background In
True Ogre Fight
379B149E3535

TEST DRIVE 5

Always Finish First
87BC6F603535
Unlock Ultimate Cup
879372A83536
Unlock Master Cup
879174A63536
Unlock Challenge Cup
87B083A33635

TIGER WOODS '99

No Wind
87BD83AE3535
Always Hit Under Par
871511B93436
8785A81B3436
8758D5583436
87C7C78F3436
874DC5133436

TOMB RAIDER III (V1.0)

Note: There are two
versions of the game. So if
these codes don't work, use
the V1.1 ones.
Infinite Energy
565A1E24 5962
E8030224 2200
02A60000 0000
865C5F70 5964
8655F540 5964
Infinite Oxygen
365A2410 5964
365A233C 5964

All Secrets & Keys (Press
L2, R2 & ●)

7738C864 C134
873A54AB 3435
775BA587 9E34
87F610B2 3535
775BA587 9E34
8723650E 2548
775BA587 9E34
8739C765 C034

Level Skip (Press L2+R2+X)

7738C864 C134
873A54AB 3435
777B85A7 7E34
87F610B2 3535
777B85A7 7E34
8739C765 C034
All Items (Press L2+R2+▲)
7738C864 C134
873A54AB 3435
774BD577 AE34
87F610B2 3535
774BD577 AE34
87266211 2248
774BD577 AE34
873AC666 BF34
Climb Up Any Wall
86551976 F8E7

TOMB RAIDER III (V1.1)

Note: There are two

versions of the game. So if
the V1.0 codes don't work,
use these.

Infinite Energy
565A2198 B962
37173733 1D77
DAFDDAFD 1B55
865C5D1C 5964
8655FBFC 5964
Infinite Oxygen
365A2284 595A
365A2788 595A
All Secrets & Keys (Press
L2+R2+●)
765D09A2 504F
865DB898 505A
765D09A2 2D4F
865559D4 595A
765D09A2 2D4F
865DB898 506B
765D09A2 2D4F
865D09A2 4F4F
Level Skip (Press L2+R2+X)
765D09A2 504F
865DB898 505A
765D09A2 3D4F
865559D4 595A
765D09A2 3D4F
865DB898 596B
765D09A2 3D4F
865D09A2 4E4F
Climb Up Any Wall
86551FB6 F8E7
Infinite Sprint
86558628 595A

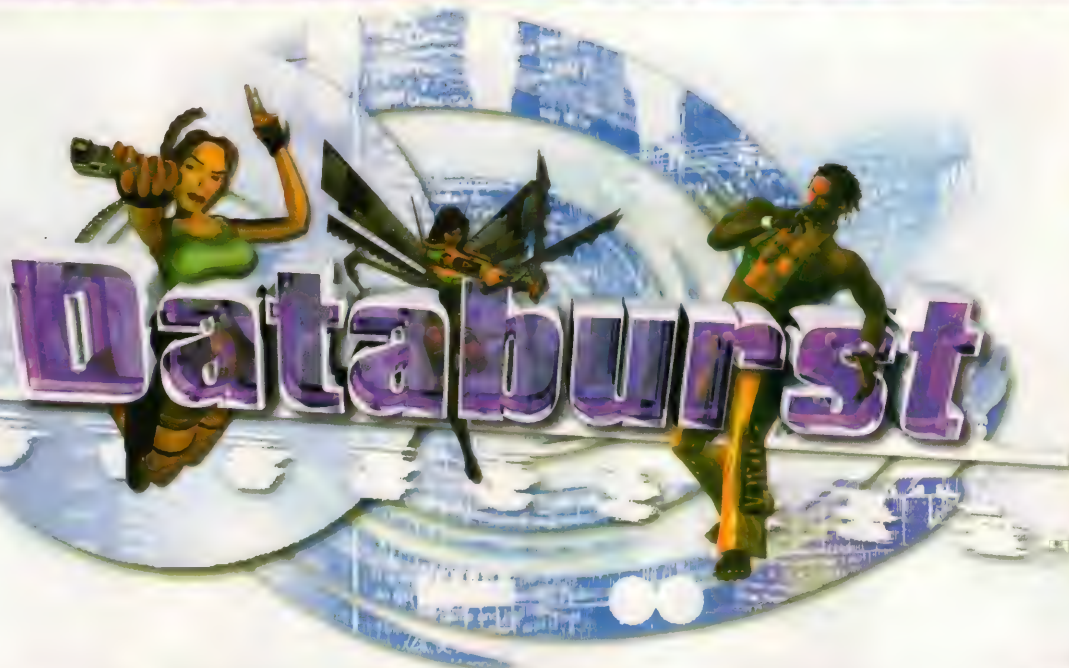
UEFA CHAMPIONS LEAGUE

Home Team Scores 20 Goals
87C89CC62549
87806F6A2549
Away Team Scores 20 Goals
87CA9AC82549
87855F822549

WCW NITRO

Infinite Energy Player 1
76573848 d6ae
86735958 5c42
Infinite Energy Player 2
76573848 d6ae
86735eb8 5c42
Infinite Time Player 1
76573848 d6ae
867359b0 595a
Infinite Time Player 2
76573848 d6ae
86735e10 595a
Big Head-Hands-Feet
365c8bf8 5957
All Rings
b689575c 595a
165c89b8 5959
All Characters
b673575c 595a
165c8cec 5959
b665575c 595a
165c8968 5959

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and codes in any magazine



UPDATES INDEX THE NEW CHEATS

How it works

Keep up to date with all the latest cheats and tips from PowerStation. The new additions to our massive database have red titles, so you can spot them more easily. Happy cheating!

Dino Crisis (Jap)	107
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3D LEMMINGS

PASSWORDS

FUN LEVEL

LEWISIAN/BLIMBING
FANAGALO/DRICKSIE
KURTOSIS/GREGATIM
WALLAROO/AVENTAIL
GAZOGONE/JINGBANG
DIALPAGE/BUNODONT
NAINSOOK/YAKIMONA
FUMITORY/CINGULUM
BESLAVER/ANABLEPS
QUINCUNX/TARLATAN

TRICKY LEVEL

CABOCEER/GEROPIGA
BONTEBOK/EMPYREAL
LANGLAUF/NANNYGA
SARATOGA/QUINTAIN
MUSQUASH/ZOMBORUK
SKILLING/WOBEGONE
BINDIEYE/FRAXINUS
LINDWORM/CURLICUE
HANEPOR/IDEMQUOD
BLANDISH/MALAGASY

TAXING LEVEL

CHORIAMB/GARGANEY
KAOLIANG/MAROCAIN
OBTEMPER/TASTEVIN
VELLOZIA/BORACHIO

JACKAROO/COOLAMON
BANAUSIC/FABURDEN
RECKLING/MIRLITON
OPAPANAX/BIMBASHI
CAATINGA/PENSTOCK
SPRINGAL/BABIRUSA

MAYHEM LEVEL
CHORIAMB/GARGANEY
KAOLIANG/MAROCAIN
OBTEMPER/TASTEVIN
VELLOZIA/BORACHIO
JACKAROO/COOLAMON
BANAUSIC/FABURDEN
RECKLING/MIRLITON
OPAPANAX/BIMBASHI
CAATINGA/PENSTOCK
SPRINGAL/BABIRUSA

ANIMATIONS

Enter at the password screen for end-of-game animations:
SPACEAAA/EGYPTAAA
ARMYAAAA/MAZEAAAA

Level Select

LAMPWICK

ACTUA ICE HOCKEY

EXTRA TEAMS

On the main menu (Olympic, Friendlies etc), hold $\square + \Delta + \circ$ for a few seconds to hear a sound effect. Check the teams to find the Gremlin All-Stars and Sheffield Steelers.

ACTUA SOCCER 2

Enter the following cheats from the main menu:

Gremlin 11 - $\triangle, \square, \circ, \diamond, \heartsuit, \clubsuit$

Super Furry Animals - $\triangle, \square, \circ, \diamond, \heartsuit, \clubsuit$

Ghost Ball - $\square, \triangle, \circ, \diamond, \heartsuit, \clubsuit$

Beach Ball - $\triangle, \square, \circ, \diamond, \heartsuit, \clubsuit$

Dwarves - $\circ, \diamond, \heartsuit, \clubsuit, \square, \triangle$

Giants - $\diamond, \heartsuit, \clubsuit, \square, \triangle, \circ$

Floodlight Failure - $\triangle, \square, \circ, \diamond, \heartsuit, \clubsuit$

Invisible Players - $\circ, \diamond, \heartsuit, \clubsuit, \square, \triangle$

Black & White/Colour TV Modes - $\triangle, \square, \circ, \diamond, \heartsuit, \clubsuit$

If you have successfully activated a cheat, a string of text will pop up about 75% of the way down the screen for a couple of seconds.

All cheats have to be explicitly switched off. For example, once you have activated the giants cheat, the

players will be giants until you re-enter the cheat. (Active cheats are saved as part of the save game.)

ACTUA SOCCER 3

CHEATS

To enter these cheat codes, select the Editor option from the main menu. Then select a custom team and enter any of the names below as the team name. Exit. You'll now find that team in the AS3 selection.

PREMIERSHIP CLASSICS

Bonus Code Gives What?

SIR MATT Busby Babes

SHEAR CLASS Blackburn 94-95

FOREIGN LEGION Chelsea 44-99

SCOUSE PERMS Liverpool 77-99

BREMERS BOOT Leeds 44-99

TEA TOTAL Arsenal 70-90

RAM RAIDERS Derby 44-99

WRIGHT BUY West Ham 44-99

FRUIT N VEG Leicester 44-99

BIT OF CLARET Villa 44-99

DOWN THE TOON Newcastle 44-99

FASH THE CASH Dons 44-99

DELL BOYS Soton 44-99

LADY GODIVA Coventry 44-99

EMMERSONS WOE Boro 44-99

BARMY ARMY Wednesday 44-99

MEN IN TIGHTS Forest 44-99

DUNCANISORDER Everton 44-99

DIAMOND LIGHTS Spurs 44-99

VALLEY BOYS Charlton 44-99

BALD FRITZ Ipswich 44-99

EGG CHASERS Wigan 78-98

RULE BRITANNIA 5 Nations

SEXY FOOTBALL Shearer XXX

TRUE FOOTBALL FANS

I MADE THIS FC Gremlin

METAL HEADS Cyborg Rovers

GRIM REAPER Skellington Utd

OZONE LAYER Greenhouse Test

IMPOSSIBILITY Madness Friday

SINK OR SWIM Ledbury FC

LEE THE PIG Heavenley HTFC

SHUT IT Fighting Forth

SHADWELL TOWN Duds Spuds

CANDY MAN The Hardmen

WIDE BOYS Dicks Pick 'n Mix

DOUBLE TROUBLE Gremlin Staff 1

CPU SPUD Gremlin Staff 2

CHIP BUTTY Patis Shandi Men

SPIT N SPIN Virtual Blades

YES PLEASE Actua Soccer Web

NO THANKS, SHAME Top 50 Babes 1

LONDON GIRLS Doncaster Rovers

BINMAN

TFF HOBBY

NICE GEM

LETS NOT PLAY

GRAPHICS CHEATS

CUTOOTS

GANGSTAARS

TOP HATS

FUN INT SUN

CHICKENS

DOWN HERE

BIG DADDIES

CALM DOWN

QUICKIES TO TURN ON ALL

CHEATS

PREM CLUBS

TFF TEAMS

All Premiership teams

All the other teams

ADIDAS POWER SOCCER '98

First, hold L1 + L2 + R1 + R2 on the main startup screen, to bring up the cheat entry screen. You can now enter the following cheats:
Big Heads $\square\square\square\square\square\square$
Hidden Teams $\times\times\times\times\times\times$
Display Credits $\square\square\square\square\square\square$
Extra Stadium $\square\square\square\square\square\square$
Win Match Cheat $\times\times\times\times\times\times$
(Pause game to choose to win any match.)

AIR COMBAT

INFINITE PLANES

If you complete the game on the Normal difficulty setting, when you play again you'll be rewarded with an infinite stash of every aeroplane.

LOADING GAME CHEATS

Just before the game switches to the loading screen, press and hold R1 and \circ . The loading screen will now change to lots of jumping CDs. Whilst in this screen, press any of the following button combinations for the desired effect...

BONUS GAME

Whilst on the jumping CD screen, press $\triangle + \square + \circ$. If this has been done correctly, a small green monster will appear in the bottom left-hand corner of the screen. Now the next time the game loads, you'll be able to play a very strange bonus game. Allegedly, if you complete this bonus game, you can employ wing-men in the actual game for now.

ALTERNATIVE PAINT JOBS

On the jumping CD screen, press $\triangle + \square + \circ$. If the code has

Food Group

Boat Racers

Rushden

BoreCrust

Grey Scale Cheat

Parappa

Big Heads

Beach Ball

Headless

Dwarves

Giants

Scousers

worked, a small jet plane will appear in the bottom left-hand corner of the screen. You'll now be able to alter the colour of your plane.

COLOUR OF WINGMEN

On the jumping CD screen, press Start ten times followed by R1. You will now have the added bonus of seeing your wingmen fly around in jazzed-up planes. Pointless but fun.

DIFFERENT PAINT IN TWO-PLAYER

You can also alter the colour of your planes in two-player mode (if you're both petty). Input the following code on the jumping CD screen: $\triangle + \square + \circ + \diamond + \heartsuit + \clubsuit$

AIR COMBAT 2

MODEL DISPLAY

By completing the game with a ranking of General, you'll open up this new feature on the options screen. Basically, it allows you to view every single aircraft in the game by bringing up a picture and letting you zoom in and rotate it around. It even tells you if it is an enemy or allied craft - which makes it easier for you to tell if you've found every single flyable plane in the game (there are 24 in total!).

SECRET MISSIONS

Upon accessing the Free Mission mode, if you play through the familiar missions again and complete them all on Easy, Normal and Hard modes, you'll be rewarded by two bonus missions that aren't in the normal game. These two can only be accessed in the Free Mission mode, so enjoy!

MUSIC TEST

Complete the game with a ranking of lieutenant and a Music Player mode will appear on the options screen. All 28 music tracks can now be played: use the shoulder buttons to select the track you want and press the \circ button to play it.

LOCK REPLAY VIEW

Hold down the map button during a replay to freeze the camera in its current position.

ALTERNATE MISSION MAP VIEW

Highlight the Mission option on the mission select screen and press Select. Three new viewing angles can now be chosen.

AKUJI THE
HEARTLESS



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move.

CANDID CAMERA!

On the options screen set all R1, R2, L1 and L2 to 'NOT USED' and then set the camera option to 'CONTROL'. Cycle through the R1, R2, L1, L2 options again until all of them are set to 'CAMERA'. You can now rotate the camera by pressing R1, R2, L1 and L2 when paused or fighting.

You can turn off the gauges by pausing the game and pressing □ + △ + ○ + X + Select on controller 1. The options menu will disappear. Press them again and the energy and overdrive gauges go. Press them again to get back to normal or Start to play without them! When you have no gauges selected, you can control the zooming and vertical scrolling with R1, R2, L1 and L2.

BATTLE ARENA TOSHINDEN 3

RANDOM SELECT

Hold L1 + L2 + R1 + R2 at the character select screen. Press □, △, X, or ○ while the selection box is moving.

REMOVE DISPLAY

Pause a fight. Hold ○ + △ + □ + X and press Select. This removes the continue, options, and reset selections. While continuing to hold all four buttons, press Select again. This removes the Life and Over Drive bars. To return the display to normal, repeat the code while pressing Select once.

PLAY AS SUB-BOSS

Beat the game with each basic character at level 3 or higher to unlock his or her sub-boss.

PLAY AS SHOU

Unlock all the sub-bosses, then beat the game with Vermilion at level 3 or higher.

PLAY AS ABEL

Beat the game with Shou at level 7.

PLAY AS VEIL

Beat the game with Abel at level 7.

PLAY AS NARU

Beat the game with Veil at level 7.

ALTERNATE COSTUMES

Beat the game with Naru at level 7.

Use □ or X to select a character.

INSTANT SECRET MOVES

Beat the game with Naru, then set two or more of the shoulder buttons to special moves. Press all the special move buttons at once to perform a secret move.

Note: This does not work for all characters.

MANUAL CAMERA CONTROL

Enter the button configuration menu, highlight any shoulder button, and press L1 + L2 + R1 + R2. The controls for the shoulder buttons will change to camera view controls. The view may now be rotated manually.

BIG AIR

OPEN ALL COUNTRIES

On the main menu, enter the following sequence quickly:
 ⇐, ⇐, ⇐, ⇐, ○, □, ○, □.
 All the locations will now be unlocked in both Freeride modes.

ALL SECRET BOARDS

Enter any/all of these codes (quickly) on the main menu, then go to Select Board and choose Pitbull (bottom right) to find the extra boards.

- 1) Big Air ⇐, ⇐, ⇐, ⇐, □, □, ○, ○
- 2) TD5 ⇐, ⇐, ⇐, ⇐, □, □, ○, ○
- 3) Steve ⇐, ⇐, ⇐, ⇐, ○, ○, □, □
- 4) Fire ⇐, ⇐, ⇐, ⇐, ○, ○, □, □
- 5) Angel ⇐, ⇐, ⇐, ⇐, □, □, ○, ○
- 6) Accolade ⇐, ⇐, ⇐, ⇐, ○, ○, □, □
- 7) Jimmy ⇐, ⇐, ⇐, ⇐, ○, ○, □, □
- 8) John ⇐, ⇐, ⇐, ⇐, ○, ○, □, □
- 9) Daniel ⇐, ⇐, ⇐, ⇐, ○, ○, □, □

CELEBRITY SNOWBOARDERS

These codes let you race against celebrity snowboarders (not that we've ever heard of them). Enter one of the

following codes (quickly) on the main menu, then finish in first place on the first track in World Tour to race against the celeb on the next race.

- Shawn Palmer..... ⇐, ⇐, ⇐, ⇐, □, □
 Mike Beallo..... ⇐, ⇐, ⇐, ⇐, ○, ○
 Nicola Thost..... ⇐, ⇐, ⇐, ⇐, □, □
 Ian Spiro..... ⇐, ⇐, ⇐, ⇐, ○, ○
 Ross Powers..... ⇐, ⇐, ⇐, ⇐, ○, ○
 Fabien Rohrer..... ⇐, ⇐, ⇐, ⇐, ○, ○

BIO FREAKS

FIGHT CLONUS OPPONENT

Hold Select while choosing an opponent at the character selection screen to fight against the Clonus version of that character.

ALTERNATE VIEW

Hold L2 + R2 and press ⇐ during a match. Hold L2 + R2 and press ⇐ to return to normal view.

BLAM! MACHINEHEAD

AMMO CODE

On either the title screen or main menu, enter this code: ○ x4, L1, ○, L1 x2, ○, L1, ○, L1 x2, ○, L1, ○, L1 x4

An 'infinite ammo engaged' message will scroll across if you've done it correctly.

PASSWORDS

- Level 2 (1.2) SQDZF0STJJ
 Level 3 (1.3) HYM7GODECM
 Level 4 (1.4) VWFHIHOPJC
 Level 5 (2.1) I54FHOD5BF
 Level 6 (2.2) E94FHOLLKJ
 Level 7 (2.3) MHLFHODTCM
 Level 8 (2.4) ALLFHGXGUP
 Level 9 (2.5) BDNJHOLLPU
 Level 10 (3.1) BJIHIOH9BV
 Level 11 (3.2) E9GGHJGJGH
 Level 12 (3.3) 9FQJGDLZJD
 Level 13 (4.1) SKAGH09P4Q
 Level 14 (4.2) JJ0BN9FCM
 Level 15 (4.3) EYVJHOP7BF
 Level 16 (4.4) JQNFHOT7BF
 Level 17 (4.4) T9GDA0MOCE
 Game Over 6H9DA0GJ2F

BLAST RADIUS

ALL UPGRADED SHIPS

On the main menu, press: ⇐, L1, ⇐, ⇐, ⇐, ⇐, R2, L2, R2, ⇐, ⇐, ⇐ to hear an explosion. Start a game with any ship, then quit. You should now have all four upgraded ships with which to start on Sector 5.

WRAITH SHIP

Once you've got the four upgraded ships (see above), enter this code on the main menu: ⇐, ⇐, L1, ⇐, ⇐, L1, R2, R2, L2, ⇐, ⇐, ⇐ to hear an explosion. As before, start a game, then quit. You'll now be able to select the Wraith ship and start on Sector 8.

PLANET HEADS

On the main menu, press: ⇐, ⇐, L1, ⇐, L1, ⇐, ⇐, Select, ⇐, R2, L1, L2 to hear an explosion. This gives you the first four levels with the faces of the programmers instead of planets. The next four levels have cheese and stuff instead of planets, then the game reverts to normal.

Note: This won't work if either of the first two cheats has been entered.

EXTRA MISSIONS

On the main menu, press: L1, ⇐, L2, ⇐, Select, ⇐, ⇐, R2, R2, Select, ⇐ to hear an explosion. This gives you four extra missions, where you are in one of the spacecraft fighting World War II planes and fighter bombers etc.

Note: This won't work if either of the first two cheats has been entered.

BLOOD LINES

PLAY AS ANGOR

Enter CLAWEDRIST as a password.

PLAY AS DARIA

Enter DOMINATION as a password.

PLAY AS J.O.E.

Enter JUJOFEVRY1 as a password.

PLAY AS JON

Enter UNMASKED as a password.

ART GALLERY

Enter LEONARDO as a password. You can now select the Art Gallery in the Options menu to see lots of preproduction art for the game.

VOICE GALLERY

Enter TONGUEBATH as a password. You can now select the Voice Gallery in the Options menu to play hundreds of amusing voice samples from the characters.

EXPERT MODE

Enter SKUPASTYLE as a password. You can now select the Expert difficulty level.

BLOOD OMEN: LEGACY OF KAIN

CHEATS

During the game (no need to pause), input the following codes for a bundle of assorted goodies.

Blood Refill - ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐
 Full Magic - ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐

All FMV - ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐
 GET 99 ITEMS FROM A SPIRIT FORGE

Instead of going into a spirit forge in person, take over an enemy with the mind control or spirit rack spells and send them in your place. Their life will be forfeit but you will gain 99 items.

BLOODY ROAR

BONUS MENU

This menu allows you to access the extra options when certain events are achieved.

BIG ARM TYPE

Finish the game with no continues

NO GAUGE MODE

Finish the game with Yugo on a skill setting of four or more.

CAMERA MODE

Finish the game with Alice on a skill setting of four or more.

NO LIGHTING MODE

Finish the game with Long on a skill setting of four or more.

NO GUARD MODE

Finish the game with Gado on a skill setting of four or more.

NO WALL MODE

Finish the game with Mitsuko on a skill setting of four or more.

WALL DISPLAY OFF

Finish the game with Fox on a skill setting of four or more.

VITALITY RECOVER

Finish the game with Bakuryu on a skill setting of four or more.

SMALL STAGE

Finish the game with Greg on a skill setting of four or more.

These two stages will be accessible in Practice mode after completing task.

These two stages will be accessible in Practice mode after completing task.

BIG STAGE

Defeat ten or more characters in Survival Mode. These two stages will be accessible in Practice mode after completing task.

SLANT MOVE

Finish Time Attack Mode under ten minutes. Characters can now move into and out of the screen (Toshinden style) by pressing L1 or L2.

AFTERIMAGE MODE

Finish the game on a skill setting of 4 or more with all characters. This removes the background images and instead shows motion-blur effects on a black background as the characters fight.

SAILOR ALICE

Finish with Alice on level 6 difficulty without continues. This dresses Alice up in Sailor Moon clothes.

BLOODY ROAR 2: BRINGER OF THE NEW AGE

FIGHT AS GADO

Successfully complete the game with any character in Arcade mode.

FIGHT AGAINST SHEN LONG

Successfully complete the game with any character in Arcade mode without using continues. Shen Long may be fought in a special stage.

FIGHT AS SHEN LONG

Defeat Shen Long in the special stage. This also unlocks Ending 1 on the Movies & Pictures menu.

CUSTOM OPTION

Successfully complete Arcade mode to access the Custom option, with big head mode, recovery speed, and other selections.

MODEL TYPE OPTION

Successfully complete the game with any character in Story mode.

RECOVERY SPEED OPTION

Successfully complete the game with any character in Story mode without using continues.

ANY CANCEL POINT OPTION

Defeat 15 or more characters in Survival mode.

EXTRA COSTUME

Successfully complete the game with all characters in Arcade mode. Then press Start at the character selection screen to choose a fourth costume for the chosen character.

B-MOVIE

LEVEL SELECT

On the GT/King Of The Jungle screen (where it says 'Press Start'), press: L1, R1, L2, R2, △, X, ○, □, ○, X, △. Press Start to find the 'Level Select' option on the main menu.

ALL SHIPS & WEAPONS

On the GT/King Of The Jungle screen (where it says 'Press Start'), press: L1, R1, L2, R2, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐

BOMBERMAN WORLD

PASSWORDS

- Bonus Versus Level.....5656
 Bonus Battle Level.....4989
 Battle Royal Mode.....1616
 Maniac Mode.....4622
 1-1.....8010
 1-2.....1180
 1-3.....8086
 1-4.....2919
 1-5.....1021
 2-1.....0127
 2-2.....1220
 2-3.....1018
 2-4.....0804
 2-5.....0714
 3-1.....1027
 3-2.....2413
 3-3.....3009
 3-4.....6502
 3-5.....6809
 4-1.....0627
 4-2.....8808
 4-3.....3674
 4-4.....4891
 4-5.....0605
 5-1.....0730
 5-2.....2151
 5-3.....3562
 5-4.....3812
 5-5.....2203

BRIAN LARA'S CRICKET

CHEAT CODES

Enter these as the Classic Match password, then press Start to hear a double jingle (for most). To use the cheat in another mode, press △ to return to the main menu.

DROPPBALL...Slippery ball (uncatchable)

PENSIONS.....World XI team
 SOLIDODAK.....Unbreakable stumps
 SUNSHINE.....Beach pitch
 BIGBALLS.....Big ball
 SUPERMAN.....Super batsman
 CHRISREA.....Helmet camera view
 NOWAYEASUnlock all Classic Matches

BUBBLE BOBBLE

CHEAT MODE

On the start screen press ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐. A message will appear to signify that the code has been entered correctly. When the message has come up, start a game as normal then, during play, press the following buttons:

- R1: Skip to next level
 L1: Return to previous level
 R2: Bring up an options menu.
 L2: Confirm selections on the options menu.

BUGS BUNNY: LOST IN TIME

OPEN ALL TIME ZONES

At the Time Selector screen, highlight a locked time zone (ie one with a question mark). Hold R1 + L2 and press X, □, R2, L1, ○, X, □, □. All the time zones will now be selectable.

BUG'S LIFE, A

EXTRA LIVES

If you're running out of lives, simply replay the Training level and collect the letters to spell FLJK for an extra life. By repeating this, you can accumulate as many lives as you want.

BUSHIDO BLADE

SECOND ENDINGS

To see the alternate endings, you must follow these rules strictly:
 1. The Bushido Blade 'Code Of Honour' must be obeyed at all times.
 2. You must not take any hits until you face the final boss.

Defeat the first opponent without taking a hit, no matter how slight. When you face the second opponent, hold down L1 and run to the well at the construction site. Before jumping into the well, take out your opponent's legs - this way you won't have to face them before jumping to the fifth fight. You then have to defeat the fifth opponent and the following four bosses without receiving a hit.

You'll face one of three hidden bosses: Kindati, Hongou or Black Lotus (in bandages). Defeat them (the no-hit rule doesn't matter any more, then use as many continues as necessary to defeat the final boss and reveal the hidden ending for that character.

OBTAINING KATZE

The ultimate test of your skill can be found in Slash Mode; because at the end of it lies the opportunity to control and select Katze as your character. However, you must kill all 100 opponents WITHOUT getting killed - that means no continues at all. If you die, you must exit Slash Mode, then begin again from opponent number one - argh!

Once you've completed this near-impossible task, you can choose Katze in Vs Mode and Practice Mode. Just move the selection box off the side of the screen next to Red Shadow or Kannuki. If this is done correctly, there will be no cursor or character shown. To select Katze, simply press I.

PLAY A LINK-UP GAME WITH ONE DISC

Load up the game on one machine, then select link-up mode. Take the disc out of the machine, then load it up on the other PlayStation. Select link-up mode on the second PlayStation, then select weapons and characters to begin the link-up. The game should freeze at this point; now put the disc back in the first.

the best playstation cheats

Search

any all phrase

The PlayStation Database

DATABURST

TIPS & CHEATS

FULL LEVEL ACCESS

△, □, △, △, ○, ○, □, △, △, ○, □, □
After inputting the desired code, quit the game and select a new game from the main menu. If the code has worked Two extra difficulty levels will have appeared. When you reach the galaxy map screen, you can move around and start the game at any stage - including secret ones.

DESCENT 2

PASSWORDS

Zeta Aquilae, Level 2: FYHTK-9WDBB-4B031-HC-0R-WHKG97
Quartzon, Level 6: 58WRH-90KBB-5COHK-6H#6R-WHKG97
Brimsark, Level 12: BDR8F-9*QBG-6FQ32-KH#R-WHKG97
Limefrost Spiral, Level 15: GWTN#-9VFB-7GHC1-WW#98-WHKG97
Baloris Prime, Level 17: 5PK5#-9V4BB-8B* MJ-TW#98-WHKG97
Puuma Sphere, Level 22: 33YGV-91MBL-9HHY2-OT98R-WHKG97

DESTRUCTION DERBY 2

Enter Race Type, then select Championship mode. Now enter your name as the following:

All Tracks
MACS-POO
Animated Credits
CREDIT!
FMV
ToNyPaRk

Note: After you type it in you'll have to go back and start a new Practice race to play the new tracks.

DIE HARD TRILOGY

To activate any of the following cheats, pause the relevant game and hold R2 while entering the code. Pressing the final button in the sequence should automatically unpause the game, so you'll know if it's worked.

DIE HARD 1:

LEVEL SKIP

△, ○, △, □, △, □, △ - Now hold Start on controllers 2 to access a level skip: press △ to cycle through the levels and Select to choose one.

INVINCIBLE MODE

△, △, △, △ - It doesn't matter how many times you're shot.

UNLIMITED AMMO

△, △, △, △, △ - When first entered, this gives you a shotgun with infinite shells. Re-enter the code to switch to the other weapons, with unlimited ammo!

50 GRENADES

△, □, △, ○ - Gives you 50 standard grenades to throw around.

SKELETON MODE

△ x 10, △ x 4 - This turns all the baddies into skeletons, while the hostages appear blue.

REVERSE CONTROLS

△, □, △, △ - This reverses your controls, although why you'd want to do this is questionable.

SILLY MODE

△, ○, ○, △, △ - The baddies now bend over to fire between their legs.

FAT MODE

△, □, □, △ - Puts pounds on Bruce and all the hostages!

COORDINATES

△, ○, △, △ - Puts coordinates on screen, plus strange wire-frame objects.

SPEECH SPEED

△, □, □, △ - Repeat to alter speed of speech, from ultra-slow to helium high!

SCREAMING PLANTS

○, ○, □, □, △ - The plants will scream in pain when you shoot them!

FLOATING DEAD

△, □, △, △ - Dead enemies will now float to heaven.

DIE HARD 2:

INVINCIBLE MODE

△, △, △, □ - Although you still get hurt, you won't die when you lose all your lives. To turn off invincibility, re-enter the cheat.

SELECT WEAPON/MAP EDITOR

△, △, △, □ - Now press △ during play to change your current weapon. Press Start again to access the Map Editor. You can now scroll around a map of the current level with your and the baddies' movements shown by coloured lines. You can even move stuff around. Press Select to move around freely in 3-D, using Up/Down to zoom in and out, and L1/R2 to look up and down.

MAXIMUM SPECIALS

△, □, △, △, △, △ - Gives you 99 grenades and 99 rockets to cause total devastation!

FERGUS MODE

○, △, △, △, △, △ - This makes all the people look like Probe Entertainment boss, Fergus McGovern - even the women!

ODD-SHAPED PEOPLE

△, △, △, △ - People are now either extremely tall or short and fat!

SKELETON MODE

△, □, △, △ - To return them to normal, enter the cheat again.

DIE HARD 3:

EXTRA VEHICLES

First you need to input this cheat. Pause the game and hold R2, then press: △, △, △, □. Your coordinates are the left and middle numbers at the bottom of the screen. Use them to locate the following:

Level 1: Police Car - 18, 112
Level 3: Hot Dog Van - 15, 107
Level 5: Ferrari - 44, 58
Level 7: Porsche - 18, 65
Level 8: Hot Dog Van - 15, 107
Level 9: Police Car - 36, 110
Level 9: School Bus - 26, 100
Level 11: Ferrari - 22, 45
Level 12: Pram - 45, 122
Level 13: Truck (start off in it)

NO CLOCK/LEVEL SKIP

△, △, △, △ - Various letters and numbers should appear on screen. On the second controller, press Start and some cheat options will appear. Press △ to toggle the clock off/on. Move Right on the D-pad to advance through the levels. Also while playing in this mode, pressing ○ on the second controller advances to the next bomb.

INFINITE LIVES

△, ○, △, △, △ - Take as many attempts as you like to defuse the bombs.

INFINITE TURBOS

○, ○, □, △, △, △, △, △ - Speed around town to reach the bombs.

INFINITE SUPER-TURBOS

○, △, △, △, △ - Even better, keep jumping right over the traffic at high speed.

GIANT CARS

△, △, △, △ - All the cars are gigantic!

EXTRA VIEW

△, ○, △, △ - You can now select a new Chase Car view.

FLAT SHADE MODE

△, △, △, △, △, △, △, △ - Turns off texture-mapping for flat-shaded polygon graphics.

FERGUS MODE

○, △, △, △, △, △ - Not only do all the people look like the Probe boss, but hundreds of Fergus faces float around like balloons!

SLOW MOTION

△, △, △, △, △ - Slows the action down to a snail's pace.

ODD MODE

○, △, △, △, △ - Repeat the code to switch between three very strange views: flattened, stretched, and close-up.

WEIRD BUILDINGS

△, □, △, △, △, △ - Causes strange slumps in some of the buildings.

CAR HANGER

△, ○, △, △, △, △ - A toy car hangs above the windscreens on Inside view.

CLOUDY SKY

△, □, △, △, △, △ - The sky goes dark and cloudy.

X-FILES MODE

This cheat only works properly on the Central Park 1 level, so use Level Skip to get there. Once in Central Park, pause the game and highlight 'Quit'. Hold R2 on controller 1 and press: △, □, △, △, △, △, △, △ and a 'Roswell' screen should appear.

DINO CRISIS (JAP)

ALTERNATE COSTUMES

Complete the game to unlock the Army and Battle costumes. Complete the game a second time to unlock the Ancient costume.

SUPER WEAPON

Complete the game three times (getting all three endings) to obtain the Super Grenade Launcher with infinite ammo.

OPERATION: WIPE OUT MODE

Complete the game without using any continues.

DISRUPTOR

1.....△△△△△△△△△△△△△△
2.....△△△△△△△△△△△△△△
3.....△△△△△△△△△△△△△△
4.....△△△△△△△△△△△△△△
5.....△△△△△△△△△△△△△△
6.....△△△△△△△△△△△△△△
7.....△△△△△△△△△△△△△△
8.....△△△△△△△△△△△△△△
9.....△△△△△△△△△△△△△△
10.....△△△△△△△△△△△△△△
11.....△△△△△△△△△△△△△△
12.....△△△△△△△△△△△△△△

DOOM

ALL WEAPONS & AMMO

Pause Game, press X, △, L1, △, △, R2, △, △

INVINCIBILITY

Pause Game, press △, L2, □, R1, △, L1, △, ○

LEVEL WARP

Pause Game, press △, △, R2, R1, △, L1, ○, X

X-RAY VISION

Pause Game, press L1, R2, L2, R1, △, △, X, △

ALL MAPS PLUS OBJECTS

Pause Game, press △, △, L2, R2, L2, R2, R1, ○

ALL MAPS

Pause Game, press △, △, L2, R2, L2, R2, R1, □

DOOM 2

LEVEL PASSWORDS

Level/Health/Armour/Weapons/Password/Title
31/200%/200%/All/
COW1!QNJQS/Entryway
32/125%/200%/All/
VM!3V1D3DB/Underhalls
33/150%/200%/All/
W394W2DMFC/The Gantlet
34/150%/200%/All/
ZQ58ZKJRKH/The Focus
35/175%/200%/All/
Z758ZKJ8KH/The Waste Tunnels
36/200%/200%/All/
5C2V3DGBNL/The Crusher
37/200%/200%/All/
NCKBLX7V53/Dead Simple
38/200%/200%/All/
1Q580FCRKH/Tricks and Traps
39/100%/200%/All/
HTMSKZZ9Z1/The Pit
40/200%/200%/All/
W558ZKCRKH/Refueling Base
41/200%/200%/All/
CSNRG2W820/O of Destruction!
42/200%/200%/All/
WT670JBQJG/The Factory
43/200%/200%/All/
DGLTJ1Y102/The Inmost Dens
44/100%/200%/All/

2N94VFFMFC/The Suburbs

45/200%/200%/All/
CQLTJOY102/Tenements
46/200%/200%/All/
WR492GDSGJ/The Courtyard
47/200%/200%/All/
PFFGXH3777/The Citadel
48/200%/200%/All/
JWCJV2X479/Nirvana
49/200%/200%/All/
CJITM35964/The Catacombs
50/200%/200%/All/
MIT174XZXV/Barrels of Fun
51/200%/200%/All/
5770MX2CDF/Bloodfalls
52/200%/200%/All/
YJLW3PPCPM/Abandoned Mines
53/200%/200%/All/
DKKBLM58J3/Monster Condo
54/200%/125%/All/
7L3!266DJK/Redemption Denied

DUKE NUKEM: TIME TO KILL

CHEATS

Note that you don't have to enter them quickly, so just make sure you get each sequence right.

LEVEL SELECT

Pause during play and press △ x9, △, then exit the current game. Select the Time To Kill option at the bottom of the main menu, move △/△ to select a level, then press X to begin play.

INVULNERABILITY

Pause during play and press L2, R1, L1, R2, △, △, △, △, Select x2.

TEMPORARY INVULNERABILITY

Pause during play and press R1, L2, L1, L2, R1, L1, R1, L2, L1, L2.

INVISIBILITY

Pause during play and press L1, R1, L1, R1, L1, R1, L1, R1, L1, R1.

UNLIMITED AMMUNITION

Pause during play and press △, △, △, △, Select, △, △, △, △, Select.

ALL WEAPONS

Pause during play and press L1, L2, △, L1, L2, △, R1, △, R2, △.

SUPER WEAPONS

Pause during play and press R1, R2, L2, L1, R1, R2, L2, L1, Select x2.

ALL INVENTORY

Pause during play and press R1 x5, L2 x5.

ALL KEYS

Pause during play and press △, △, △, △, △, △, △, △.

DOUBLE DUKE

Pause during play and press L2, R2, L2, R2, L2, R2, L2, R2, L2, R2.

BIG HEAD DUKE

Pause during play and press R1 x9, △.

TINY HEAD DUKE

Pause during play and press R1 x9, △.

BIG HEAD ENEMY

Pause during play and press R1 x9, △.

SMALL HEAD ENEMY

Pause during play and press R1 x9, △.

ROGUE TRIP FMV TRAILER

Press L1 + L2 + R1 + R2 at the GT Interactive logo during the opening sequence.

INTRO SEQUENCE

Pause during play and press Select, △ x9, Select, L1. The text will disappear and you'll hear a gunshot. Then quit to main menu to see the sequence.

VICTORY SEQUENCE

Pause during play and press Select, △ x9, Select, L2. The text will disappear and you'll hear a gunshot. Then quit to main menu to see the sequence.

KILT SEQUENCE

Pause during play and press Select, △ x9, Select, R2. The text will disappear and you'll hear a gunshot. Then quit to main menu to see the sequence.

VIEW CREDITS

Pause during play and press Select, △ x9, Select, R1. The text will disappear and you'll hear a gunshot. Then quit to main menu to see the sequence.

DRIVER

CHEATS

On the main menu, enter any of the cheats to reveal them within the Cheats Menu. A sound will confirm correct code entry.

Credits - View team credits

Quickly press: L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1.

Invincibility - Your car is invincible

Quickly press: L2 x2, R2 x2, L2, R2, L2, L1, R2, R1, L2, L1 x2.

Immunity - No police to hassle you

Quickly press: L1, L2, R1 x4, L2 x2, R1 x2, L1 x2, R2.

Rear Wheel - Rear-wheel steering

Quickly press: R1 x3, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1.

Minis - Tiny versions of the real ones

Quickly press: R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, R3.

Note: The collision detection will still behave as if the cars were normal size.

Stilts - High suspension on your car

Quickly press: R2, L2, R1, R2, L2, L1, R2 x2, L2 x2, L1, R2, R1.

Antipodean - Upside-down view

Quickly press: R2 x2, R1, L2, L1, R2, L2, L1, R2 x2, L2, R2, L1.

DYNASTY WARRIORS

REVEAL BOSSES & EXTRA CHARACTER

SUN SHANG XIANG (EXTRA)
At the title screen press the following:

△, △, △, △, △, △, □, L1, R1. You'll hear a chime signifying correct entry.

NOBUNAGA (EXTRA)

Complete the game with Lu Bu, then press the following at the title screen:

□, △, △, △, △, △, △, △, R1, R2. You'll hear a chime for correct entry.

TOUKICHI (EXTRA)

Complete the game with Nobunaga, then press the following at the title screen:

△, △, △, △, △, △, △, △, R1, R2. You'll hear a chime for correct entry.

ZHUGE LIANG (BOSS)

Complete the game with Guan Yu, Zhao Yun, and Zhang Fei.

CAO CAO (BOSS)

Complete the game with Xiahou Dun, Dian Wei, and Xu Zhu.

LU BU (BOSS)

Complete the game with Zhou Yu, Lu Xun, Taishi Ci, Diaochan, Zhuge Liang, and Cao Cao.

Note: All characters can be selected at the character select screen by moving off to the left or right of the screen once they have been activated.

ESPN EXTREME GAMES

MONEY ROUND

Pass through all the gates on a course and enter the bonus Cash Course, which consists of \$5 and \$10 gates.

EXTRA FIRST RACE MONEY

229 013 066 016 000 000 000 000 031

After you use this password, complete the first race (Utah) to get \$1,110.

ALL VEHICLES

237 190 190 080 000 000 176 113 219

Gives you a super athlete, all possible vehicles and \$5030.

ENRGEIZ (JAP/US)

ALTERNATE COSTUMES

Hold △ while selecting a fighter at the Arcade mode character selection screen.

FIGHT AS KOWJI MASUDA

Complete Arcade mode using any male character.

FIGHT AS CLAIR ANDREWS

Complete Arcade mode using any female character.

FIGHT AS YUFFIE KISARAGI

the biggest database of tips, cheats and codes in any magazine

Fantasy VII characters.

INFINITE MODE

Press L1 + Start when 'Press Start' appears at the opening screen.

RACETRACK MODE

Press R1 + Start when 'Press Start' appears at the opening screen.

EVIL PANEL MINI-GAME

Start the Battle Panel mini-game and defeat the CPU ten times in a row. Then hold L1 + L2 + R1 + R2 while selecting the Battle Panel option at the main menu.

HIDDEN INTRO SEQUENCE

Start loading the game but don't press any buttons on the controller. Allow the intro sequence to play four times uninterrupted. Then enter the Movie Player screen. Highlight 'Opening Movie' and press \rightarrow to access the new 'Extra Opening' selection.

ELIMINATOR

You can enter as many of these codes as you want before starting a game.

INVINCIBILITY

Enter CLEVALAD as an ID.

FULL PRIMARY WEAPONS

Enter GUNCRAZY as an ID.

FULL SECONDARY WEAPONS

Enter MAXMIEDOUT as an ID.

BONUS LEVEL

Enter WAKYLEVEL as an ID.

PINK CADILLAC SHIP

Enter NEWWHEELS as an ID. Now select Mean Machine as your craft.

TIME PICK-UPS WORTH TEN MINUTES

Enter WAITABIT as an ID.

EVERYBODY'S GOLF

REVERSE STANCE

On the Character Select screen, hold L1 + X when selecting a character to change their stance from left-handed to right-handed and vice versa.

MIRROR COURSES

On the Course Select screen, hold L1 + L2 + X when selecting a course to get a mirrored version.

ALL PLAYERS & COURSES

Remove all memory cards and load the game. After selecting 'Yes' on the memory card screen, immediately hold L1 + L2 + R1 + R2 on controller 2 until the title screen appears. When the screen flashes, with those shoulder buttons still held, quickly press \uparrow , \downarrow , \leftarrow , \rightarrow before the logo stops bouncing. You'll hear a whooshing sound if it's worked. All the players and courses will now be unlocked.

EVIL ZONE

NARRATOR

Finish 1P Battle Mode to receive the extra Narrator option. Go to Options, then choose Extra to find it. You can then change the voice that says "Get Set, Go" etc.

GALLERY

Finish the Story Mode with any character to receive their info in the Encyclopedia, and an extra Gallery option (press \leftarrow/\rightarrow to flick through sketches).

PLAY AS BOSS

Finish the Story Mode using three or more different characters to be able to play as the winged boss, Ithadurca.

CONGRATULATIONS

Finish all the game modes using all the characters and you'll receive the extra Congratulations option: an FMV sequence.

POSES

Seven extra triumph poses are available for each character, awarded one by one when you defeat a certain number of opponents with that character. The more opponents you beat, the more poses you'll be awarded.

EXCALIBUR 2555 AD

Press Start to pause the game, then:

FULL HEALTH

Δ , Δ , Δ , \square , \square , \square , \square

FULL SWORD POWER

Δ , Δ , \square , \square , \square , \square , \square

SKIP LEVEL

\square , \square , \square , Δ , \square , Δ , Δ

SHOW COLLISION BOXES

\square , \square , \square , \square , \square , \square , \square

Then select 'Continue' and press 'X' to activate the cheat. Or press Start.

Note: You can only enter one cheat in at a time, so pause, enter first cheat, unpause. Then pause again and enter second cheat, unpause, and so on.

SPECIAL MOVES

Spinning Slice - X, Δ , \square

Roundhouse Swing - X, \square , \square , Δ

FADE TO BLACK

Ignore all 'Invalid Code' messages when using them. First, you need to enter the...

CHEAT ACTIVATION CODE.

Δ , Δ , \square , \square , \square , \square

Now leave the password screen and re-enter it. Enter any of these codes to produce the desired effect...

Play All Movies - \square , X, \square , Δ , \square , X

Infinite Shield Code - \square , \square , \square , \square

Invincibility Code - Δ , X, Δ , Δ , \square , \square

Level Select - \square , \square , \square , X, \square , \square

Level Passwords

To access any level instantly, enter these passwords:

Level 1: \square , \square , Δ , X, \square , \square

Level 2: Δ , \square , X, \square , \square , X

Level 3: X, \square , X, \square , \square , X

Level 4: X, \square , Δ , \square , \square , \square

Level 5: \square , \square , Δ , X, X, \square

Level 6: Δ , X, X, X, \square , \square

Level 7: \square , \square , X, X, Δ , X

Level 8: \square , \square , X, Δ , \square , \square

Level 9: Δ , X, X, Δ , \square , \square

Level 10: X, Δ , \square , \square , \square , X

Level 11: \square , \square , X, \square , X, X

Level 12: X, Δ , X, \square , \square , X

Level 13: X, X, \square , Δ , \square , Δ

FIFA '96

SECRET OPTIONS

First, start the game, then pause it and select the options from the menu. Then enter one of the following codes. You should hear a 'click' if the code has been entered correctly. Exit the options menu, going back to the menu with 'Resume Game'. Press \square and you should get a secret options menu. You can then use Left/Right to adjust the settings. The ghosted options will require activating with further codes.

Invisible Walls X, X, X, Δ , \square , \square , \square , Δ

Curve Ball Δ , \square , X, Δ , X, X

Super Power Δ , \square , Δ , Δ , Δ

Super Goalie \square , \square , \square , \square , \square , Δ

Δ , Δ , Δ , Δ

Super Offence \square , \square , \square , \square , Δ , X

Super Defence Δ , Δ , Δ , Δ , Δ , X, Δ

Shoot-out \square , Δ , \square , X, \square , Δ

Stupid Team \square , Δ , X, \square , Δ , X

Crazy Ball X, \square , Δ , X, X, Δ , \square , X

Dream Team \square , \square , Δ , X, X, \square , \square

These extra codes need to be input the same way as before, but to access the options, quit the game and then go to the 'Options' menu. The new options appear at the bottom.

Formal Wear \square , Δ , X, \square , Δ , X, Δ

Federation (Data and Spock) \square , Δ , X, \square , Δ , X, X

Dynamic Duo (Batman and Robin) \square , Δ , X, \square , Δ , \square

\square , Δ , X, \square , Δ , Δ , \square

Default Colour Palette \square , Δ , X, \square , Δ , Δ , X

Invisible Players \square , Δ , X, \square , \square , Δ , X, \square

\square

Oktoberfest \square , Δ , X, \square , Δ , Δ , Δ , Δ

EA Custom \square , Δ , X, \square , Δ , Δ , \square , \square

Dream Team \square , \square , Δ , Δ , X, X, \square , \square

FIFA '97

ALTER SHADOWS

Start a match, then go to the instant replay mode. Hold R1 and move the D-pad \uparrow and \downarrow . This lets you change the size of your players' shadows. Now exit out of the replay and continue.

MOTTY PLAYING

To see John Motson or the EA crew play football, go to a friendly match, choose the USA league and select Dallas or New York.

MOTTY SINGING!

Select track 6 on audio CD player.

FIFA ROAD TO WORLD CUP '98

UNLIMITED PLAYER ATTRIBUTES

On Player Edit Screen, press L1, L2, X, \square , X for infinite points to allocate skills.

INFINITE MONEY

From the main menu, select Customise Squad, then Team Edit. Pick the club side of your choice and press \square , X, \square , L2, L1. You can now highlight the club's money and alter it. Change it to a minus number and you will have infinite money to spend on transfers.

Note: Once you've altered your money, don't toggle the Shirt/Shorts/Socks or it'll return to the original amount.

BIG KICKS

At the team selection screen quickly press R1, L1, \downarrow , \uparrow , \leftarrow . When you play a match, the kicks will go higher and further.

Note: This only works in Friendly, Road To World Cup, League, and Training modes.

FA MANAGER

SUPER PLAYERS

Enter your name as RATE_GOOD_TEAM (where '.' = space). Your players will then all have very high ratings (97 or 98).

THE FIFTH ELEMENT

CHEAT MENU

1. Press L1, L2, R2, R1. Select at the main menu - a sound will confirm correct code entry.

2. Select New Game and a cheat menu will appear with level select, unlimited lives & shield, all weapons & items, and FMV sequences.

FIGHTING FORCE

CHEAT MENU

Hold \leftarrow + \square + L1 + R2 at the main menu. The words 'Cheat Mode' will appear at the bottom of the screen to confirm that it has worked. Go to the options screen and you'll now be able to select invincibility and any stage you want to play.

FINAL DOOM

ALL WEAPONS & AMMO

Pause game, press: X, Δ , L1, \downarrow , \downarrow , R2, \leftarrow

INVINCIBILITY

Pause game, press: \downarrow , L2, \square , R1, \leftarrow , L1, \leftarrow , \square

LEVEL WARP

Pause game, press: \leftarrow , \leftarrow , R2, R1, Δ , L1, \square , X

X-RAY VISION

Pause game, press: L1, R2, L2, R1, \leftarrow , Δ , X, \leftarrow

MAP ALL OBJECTS

Pause game, press: Δ , Δ , L2, R2, L2, R1, \square

ALL MAP LINES

Pause game, press: Δ , Δ , L2, R2, L2, R2, R1, \square

LEVEL PASSWORDS

Level/Health/Armour/Weapons/Password/Title

2/125%/200%/All/
LB173PPWPM/Virgil

3/200%/200%/All/
ZSNDHGW820/Canyon

4/200%/200%/All/

KS5WZH4RKH/Combine

5/150%/200%/All/
J1670JKJG/Catwalk

6/200%/200%/All/
5VJTM00W64/Fistula

7/200%/200%/All/
4FHDW39X35/Geryon

8/200%/200%/All/
W9NRG2W820/Minos

9/200%/200%/All/
C958ZKCRKH/Nessus

10/200%/200%/All/
W1PGH1V71Z/Paradox

11/200%/200%/All/
C1670JBGJG/Subspace

12/200%/200%/All/
W7LTJOY102/Subterra

13/200%/200%/All/
K394TB8MFC/Vesperas

TNT

14/200%/200%/All/
Y8PGH1V71Z/System Control

15/200%/200%/All/
F8670JBGJG/Human Barbeque

16/200%/200%/All/
W1JCL68W64/Wormhole

17/200%/200%/All/
CX1W3PRCPM/Crater

18/200%/200%/All/
WYKBM57V53/Nukage Processing

19/200%/200%/All/
CY2V4NQBNL/Deepest Reaches

20/200%/200%/All/
WVGFN41Y46/Processing Area

21/200%/200%/All/
CVZY5MTFMP/Lunar Mining

22/200%/200%/All/
WWHDP39X35/Quarry

23/200%/200%/All/
CWOX6SLDLN/Ballistyx

24/200%/200%/All/
W1DHQ14018/Heck

PLUTONIA

25/200%/200%/All/
!LQP7W26WY/Congo

26/200%/200%/All/
W2FGR93Z97/Aztec

27/200%/200%/All/
C2YZ8SLGSQ/Ghost Town

28/200%/200%/All/
WZBKS86281/Baron's Lair

29/100%/200%/All/
HXZY5MMFMP/Death Domain

30/100%/200%/All/
OYHDP33X35/Onslaught

FINAL FANTASY VII

ALL ENEMY SKILLS

STAR/ENEMY SKILL/

LEARNT FROM/LOCATION

01/Frog Song/

Touch Me/Gongaga

02/L4 Suicide/

Mu/Chocobo Farm Area

03/Magic Hammer/

Razor Weed /Western Continent

04/White Wind/

Zemzelett/Junon District

05/Big Guard/

Beach Plug/Costa Del Sol Beach

06/Angel Whisper/

Pollen Salitas/North Crater

07/Dragon Force/

Dark Dragon/North Crater

08/Death Force/

Adamantaimai/West Continent

09/Flame Thrower/

Ark Dragon/Mythril Mine

10/Laser/

Death Claw/Coral Prison

11/Matra Magic/

Custom Sweeper/Midgar Area

12/Bad Breath/

Molbor/Gaia's Cliffs

13/Beta/

Madgar Zolom/Chocobo Farm

14/Aqualung/

the best playstation cheats

Search

any all phrase

The PowerStation Database

DATABURST
TIPS & CHEATSBuggy Mode: Δ , \square , \triangle , \circ , \rightarrow , \leftarrow , \uparrow , \downarrow , Δ .Garbled Commentary: \rightarrow , \square , \triangle , \circ , \rightarrow , \leftarrow , \uparrow , \downarrow , Δ .German Commentary: \rightarrow , \square , \triangle , \circ , \rightarrow , \leftarrow , \uparrow , \downarrow , Δ .Spanish Commentary: Δ , \square , \triangle , \circ , \rightarrow , \leftarrow , \uparrow , \downarrow , Δ .

FORMULA 1 '97

ARCADE HIDDEN TRACKS & '60S MODE

To reveal the hidden track in each arcade difficulty you must place first in every single race.

CHEATS

To activate the cheats, simply select 'Grand Prix' from the main menu. Then choose 'Select Driver'. Now edit that driver's name and enter the following names for the desired effect:

Virtual Reality Style Graphics

VIRTUALLY

VIRTUAL

Background Music & New Sound FX

SWAP

SHOP

Overinflated Tyres

LITTLE

WEELZ

Wipeout 2097' Mode

PI

MAN

Helicopter Viewpoint

ZOOM

LENSE

Murray & Martin Sprite

Commentators

BOX

CHATTER

Four Extra Tracks

BILLY

BONUS

Frogs Instead Of Raindrops

CATS

DOGS

Round 16 In Championship

OEAN

ALESI

(200 Points, 2nd Place)

NEAN

ALESI

(0 Points, Last Place)

PEA

ALESI

(200 Points, 3rd Place)

QEAN

ALESI

(200 Points, 4th Place)

EXTRA VIEWS

You can access the different views, as in the original F1. When on the track, pull into the side and press Select on controller 2 to bring up the views menu. Note: It won't work if your car is in the pits - you must be on the track.

UNLOCK ARCADE TRACKS

Enter your name as TOO EASY to

unlock all the Arcade tracks.

BONUS TRACK/REVERSE

COURSES

First, race in Spain (Barcelona) and get black-flagged. Quit to the main options menu and select Williams no.1 (Jacques Villeneuve). Race any circuit (don't practise or qualify) and get black-flagged again. Quit to the main options menu and select any circuit. You will notice that you can select a bonus track and many of the courses will be in reverse.

FORMULA 1 '98

SECRET TRACKS

Go to the Driver/Team Select and press \square for Options, then Edit Driver Name. Change the name to the following to unlock two secret tracks: Cheesy Poofs Stunt Course Go Cows Roman Forum (where '.' = space)

FORSAKEN

CHEATS MENU

1. On the main menu, highlight 'Options' and VERY QUICKLY press \rightarrow , \leftarrow , \uparrow , \downarrow , X (it does work, just keep trying).
2. This takes you to the Global Options screen, with new 'Cheats Options' at the bottom.
3. Select the latter to bring up a menu with Select Level, Have All Weapons, Invulnerable, and Stop Enemies Firing.

FUTURE COP: LAPD

PASSWORD CHEATS

Enter these via the Password option found on either the Crime War or Precinct Assault zone selection screen.

DISYFISLFY - All missions completed (in current mode).

DITIFISLFL - All missions completed and locked.

DYPYFASRRH - All missions completed. All Easter Egg weapons.

SIFRGYBERR - No missions completed. Invincibility allowed.

SYMRGGBRRL - No missions completed. All Easter Egg weapons.

DYSIFASRRH - All missions completed and locked. All Easter Egg weapons.

DYTIFASUHL - All missions completed and locked. All Easter Egg weapons. Invincibility allowed.

PAUSE CHEATS

During a mission, press Start to pause, then Select to bring up the Options menu. Highlight 'Volume Sound FX' and enter one of the following codes. Then highlight 'Quit' and select 'Yes' - if the code was entered correctly, the options will flash once instead of quitting. You can then resume play. Note: Remember to be careful when entering each code, as if you get it wrong you'll end up quitting the game!

Reload Shields \square , Select, \square , XReload Gun \square , \square , Select, X, Select, X, \square , \square Reload Heavy \square , X, Select, \square , \square , X, Select, \square Reload Special \square , Select, \square , \square , Select, XPower Up Gun \square , \square , \square , X, X, \square , SelectPower Up Heavy \square , \square , \square , \square , X, \square , XPower Up Special \square , \square , \square , Select, X, \square , \square Invincibility \square , \square , Select, X, \square , Select, \square , \square Add 200 Points (Precinct Assault) \square , \square , \square , X, Select, \square , XBlue Player To Black (Precinct Assault) \square , Select, \square , X, X, \square , Select, \square

CRIME WAR PASSWORDS

2 Zuma Beach

TAFRGYBLRR

3 LA Brea Tar Pits

CRGRGYBLRY

4 Venice Beach

FUMRGYBLRL

5 Hell's Gate Prison

SICUGYBLLI

6 Studio CityTAFUGYBLRR

7 LAX Spaceport

CRGUGYBLLY

8 Long Beach

FUMUGYBLLL

All Completed

SIFYGYBISR

JUMP POWER-UP

During a Crime War mission, press Start to pause, then Select to bring up the Options menu. Highlight 'Volume Sound FX' and press \square , \square , X, Select, \square , X, Select, \square . Then highlight 'Quit' and select 'Yes'. You'll now be able to jump higher - and over most walls.

G-POLICE

Disc 1:

2 EGLFXHBA

3 CNBYNSRI

4 SXTHKIFA

5 EGGTATVI

6 QYPZZAIA

7 ISZVLOYI

8 KFWBRYLE

9 IWLGTDNA

10 OHGQGAJD

11 ORWBKODJ

12 OKKINTPA

13 SFHEKBRA

14 OHGLURSA

Disc 2:

15 EJYXTIJJ

16 GXUGMHKJ

17 SZHBSNZA

18 QJHQDBQJ

19 WLLVEKFB

20 AKANGLIB

21 KVFAFLNB

22 RQOHYJEK

23 GHLOMFKJ

24 KJYBKWSB

25 CZRWEXIB

26 IUVKNYYB

27 SFBYLYDC

28 AGTFEHC

29 UYPOKIAL

30 AODBCXPC

31 UGNOGDUC

32 GUZCYSL

33 EIPGRUYC

34 MSTLKBKD

35 YWFACRLL

36 YGVXKID (Credits)

INVINCIBILITY

During the 'Mission Briefing Screen' hold L1 + L2 + R1 + R2 + \square + \triangle + \square and press \rightarrow . A sound should follow, confirming that the code was entered correctly. The only drawback to this cheat is that the game will not progress past the current mission when it's active.

ALL WEAPONS, UNLIMITED

AMMUNITION

During the 'Weapons Loadout Screen' hold L1 + L2 + R1 + R2 + \square + \triangle + \square and press \rightarrow . A sound should follow, confirming that the code was entered correctly. Again, the drawback is that the game won't progress past the current mission when this cheat is active.

SECRET MISSIONS

To reveal all six secret missions, simply enter PANTALON on the password screen. The word 'Cheat' will appear in the bottom right corner of the screen to confirm that the code was entered correctly. The secret missions can be found within the 'Training Missions' menu.

OTHER EFFECTS

The following three codes are also

entered on the password screen:

SUPACAM - new camera angle

BENHILL - high-speed traffic

WOODOO - police siren

G-POLICE 2

SECRETS

There are three different difficulties to complete each mission on. By finishing a mission on the Hard or Normal setting, you'll open up bonus galleries and FMV sequences as well as more music and missions. These can be accessed using the Database option.

BONUS MISSIONS

There are 15 bonus missions concealed within the game. Some are training missions that help you get used to the new vehicles. Others are complementary missions to those that you complete in the game proper. They are unlocked by completing the game on Hard setting.

LEVEL PASSWORDS

From the Options screen, select Password to input any of these codes. In fact, if you enter the one for Level 30, you'll be able to choose any level on the start screen.

2 OCTOPI

3 BRAINS

4 FINGER

5 BANANA

6 JUNGLE

7 VOODOO

8 SQUEAK

9 DUNDEE

10 TEAPOT

11 BUTTER

12 INDIGO

13 STROUD

14 ELIXIR

15 LIQUID

16 STAPLE

17 SHIRTS

18 APPLES

19 GADGET

20 TANUKI

21 SALADS

22 DUFFCO

23 PHONES

24 ASSERT

25 OXYGEN

26 JOYPAD

27 ACTIVE

28 MENACE

29 WINDOW

30 AGENDA

GEX 3D: ENTER THE GECKO

INFINITE LIVES

Press Start to pause game and highlight the 'Quit' option. Hold L2 and press: \rightarrow , \leftarrow , \uparrow , \downarrow , Δ , \square . You'll hear a chime if it's worked, as with all the other cheats.

INVINCIBILITY

Press Start to pause game and highlight the 'Quit' option. Hold L2 and press: \rightarrow , \leftarrow , \uparrow , \downarrow , Δ , \square .

LEVEL SELECT

Press Start to pause game and highlight the 'Quit' option. Hold L2 and press: \rightarrow , \leftarrow , \uparrow , \downarrow , Δ , \square . Resume play and press Select to bring up the special menu. Press \rightarrow at the top for other levels.

GEX QUOTES

Press Start to pause game and highlight the 'Quit' option. Hold L2 and press: \rightarrow , \leftarrow , \uparrow , \downarrow , Δ , \square .

Resume play and Gex will now make a comment every time you press Select.

RAMBLING GEX

Press Start to pause game and highlight the 'Quit' option. Hold L2 and press: \rightarrow , \leftarrow , \uparrow , \downarrow , Δ , \square .

TIMER

Press Start to pause game and highlight the 'Quit' option. Hold L2 and press: \rightarrow , \leftarrow , \uparrow , \downarrow , Δ , \square . You'll get an on-screen timer during play. In the Media Dimension, press Select, then hold \square to view the best times.

DEBUG MODE

Enter Level Select code, then any other code in the Media Dimension. Press Select to bring up debug menu. Select 'Collectables Menu' for all the collectables and remotes you want. Select 'Get All Remotes', then increase the Red Remotes to maximum to open up all the areas and levels.

BEST ENDING

Enter the following password, then go and defeat Rez in Channel Z to see the alternate ending.

R1, R2, X, L2, \square X, \square , R2, R2, R2, XL2, \square , X, R2, \square , L2R2, X, L2, \square , X, R2 \square , L2, R2, X, \square

GEX

PAUSE CHEATS

Hit pause, press and hold R1, then enter the following codes:

Infinite Lives \rightarrow , \leftarrow , \uparrow , \downarrow , Δ , \square , \rightarrow Fire Balls X, \rightarrow , \leftarrow , \uparrow , \downarrow , Δ , \square , \rightarrow Ice Balls \rightarrow , \leftarrow , \uparrow , \downarrow , Δ , \square , \rightarrow , \rightarrow Electricity \rightarrow , \leftarrow , \uparrow , \downarrow , Δ , \square , \rightarrow , \rightarrow Super Jump X, \rightarrow , \leftarrow , \uparrow , \downarrow , Δ , \square , \rightarrow Invincibility X, \square , \rightarrow , \leftarrow , \uparrow , \downarrow , Δ , \square , \rightarrow

GEX: DEEP COVER GECKO

LEVEL SELECT/DEBUG

Pause game, then hold L2 and press \rightarrow , \leftarrow , \uparrow , \downarrow , Δ , \square . Unpause and press Select to access the Debug menu for Level Select and Collectables etc.

INVINCIBILITY

Pause game, then hold L2 and press \rightarrow , \leftarrow , \uparrow , \downarrow , Δ , \square .

GEX QUOTES

Pause game, then hold L2 and press \rightarrow , \leftarrow , \uparrow , \downarrow , Δ , \square . Resume play and press Select to force Gex to make a comment.

VAULT CODES

Complete all four Secret TV levels (one in each Caves area) to open the vault in Mission Control. You can then enter it to input these cheat codes (move D-pad \rightarrow / \leftarrow to change symbol; \rightarrow / \leftarrow to move between them; press X to enter code). Δ \rightarrow \square \square X Extra Life \square X \square \square \square Ten Lives \square Δ Δ Δ Invincibility \square Δ Δ Δ Eight Hit Paws \square X \square \square X Play As Alfred \square \square \square \square Play As Cuz \square X \square \square Δ Play As Rex \square \square X \square X Gex Video 1 \square X \square \square \square Gex Video 2X \square X \square \square Gex Video 3X \square \square \square All Gex Videos \square \square \square X X Level Select \square X X \square X Gex Quotes \square \square \square X X Cheat Menu \square \square \square X X Cheat Menu \square \square \square X X Cheat Menu \square \square \square X X Cheat Menu \square \square \square X X Cheat Menu \square \square \square X X Cheat Menu \square \square \square X X Cheat Menu \square \square \square X X Cheat Menu \square \square \square X X Cheat Menu \square \square \square X X Cheat Menu \square \square \square X X Cheat Menu \square \square \square X X Cheat Menu

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Speedway - TVR

Extra Cars (Easy Mode)

Like above, but the extra dealers to choose from are: Toyota, Subaru, Dodge, and TVR.

Arcade Mode Ending Movie (Normal Mode)

In order to open up the ending credits, you need to win all eight tracks on all three classes.

GT Hi-Fi (Hard Mode)

The final bonus item in arcade is this higher resolution mode.

Although there are only three tracks to race: Clubman Stage Route 5, Special Stage Route 5, and Special Stage Route 11.

GRAN TURISMO MODE

GT Hi-Fi

By winning the Gran Turismo World Cup you'll open up the GT Hi-Fi option - this is instead of receiving a car. To view the choice of tracks, simply click the 'Next' button within the Special Events selection; it is to the right of the endurance races.

GRAND THEFT AUTO

CHEAT MODES

Enter the following player names to enable various cheat effects.

Enter **BSTARD** for all weapons, unlimited ammo, level select, 99 lives, armour; get out of jail, coordinate display, maximum wanted level, 5x bonus.

Enter **THESHI** for all weapons, and unlimited ammo, level select, 99 lives, armour; get out of jail, 5x bonus.

Enter **MADEMAN** for all weapons, unlimited ammo, level select, armour; get out of jail.

Enter **GROOVY** for all weapons, unlimited ammo, armour; get out of jail.

MAXIMUM WANTED LEVEL

Enter **EATTHIS** as a player name to set the wanted level to four.

DISPLAY COORDINATES

Enter **BLOWME** as a player name.

NO POLICE

Enter **CHUFF** as a player name.

ALL CITIES

Enter **TURF** as a player name.

ALL CITIES (1 & 2)

Enter **CAPRICE** as a player name.

CITY SKIP

Enter **WEYHEY** as a player name to instantly collect 9,999,990 points.

LIBERTY CITY LEVEL (1 & 2)

Enter **FECK** as a player name.

LIBERTY CITY (1 & 2) & SAN ANDREAS LEVELS

Enter **TVTAN** as a player name.

ALL LEVELS EXCEPT VICE CITY 2

Enter **URG** as a player name.

GOD CHEAT

Enter Your name as **HANGTHEDJ** and you can follow the red arrows to view all the endings.

MORE CHEATS

Enter these as your name:

SATANLIVES - 99 lives

INGLORIOUS - all cities

EXCREMENT - x5 multiplier

PECKINPAH - armour; all weapons, get out of jail free key.

SKYBABIES - partial level select

FREE CAR BOMB

Even if you have no money, you can still get a car bomb fitted. Just drive into the shop and when the bloke says you haven't got enough money, he'll still have given you the bomb!

GRAND THEFT AUTO: LONDON

CHEAT CODES

Enter one the following player names at the character screen to activate the corresponding cheats:

TOOLEDUP...All weapons, full ammo, Get Out Of Jail Free Card, x3 Armour;

SIDEURN.....x5 Bonus Multiplier

DONTMESS.....All weapons, full ammo, unlimited Flamethrower, unlimited Machine Gun, Get Out Of Jail Free Card, x3 Armour

HAROLDHAND...Parrot image, all levels opened, all weapons, full ammo, unlimited Flamethrower, unlimited Machine Gun, Get Out Of Jail Free Card, x3 Armour, Coords, x99 Lives, x5 Bonus Multiplier, 9,999,990 points

GETCARTER.....All levels opened, all weapons, full ammo, unlimited Flamethrower, unlimited Machine Gun, Get Out Of Jail Free Card, x3 Armour, Coords, x99 Lives, x5 Bonus Multiplier, x4 Wanted Level

PENTHOUSE.....First 3 levels

READERWIFE.....All levels opened

FREEMANS.....All levels opened, all weapons, full ammo, unlimited Flamethrower, unlimited Machine Gun, Get Out Of Jail Free Card, x3 Armour, x99 Lives, x5 Bonus Multiplier

MCVICAR.....99 Lives

BIGBEN.....9,999,990 points

SWEENEY.....Coordinates

OLDBILL.....x4 Wanted Level

GRASS.....No cops

MAYFAIR.....First two levels

RAZZLE.....All levels opened

HARDCORE 4X4

Select Time Trial from 'Race Type' on the menu, then start time trial.

Select 'Edit Details' and then 'Edit Name'. Now enter the special codewords:

CHOOSE RACE CLASS

Enter 'MAINLINE' to choose the other race classes, pro and extreme. This also enables the Mother truck.

RAINING FROGS!

Enter 'RAINFROG'.

SECRET ASTEROIDS

Enter 'DUTCHMAN'. Now by pressing Δ , go back until you can select Options from the first menu. Select 'Credits' to play a special game of Asteroids. The controls are X for fire and O to thrust.

HARD EDGE

SECRET COSTUMES

After the game has been completed, you'll get additional costumes for all of the characters. Load up the finished save game from your memory card and start a new mission. Go to the character select screen. Select the Arms option and the characters' new togs will be displayed.

Each character has three costumes and a secret weapon. The latter can be obtained the third time the game is completed. Each character has a single extra weapon.

HEART OF DARKNESS

LEVEL & SCREEN SELECT

Hold L1 + L2 + R1 + R2 on controller 2 and turn on the PlayStation. Keep the buttons pressed and select Options from the main menu. Choose the 'Load Game' option to select any level, then any starting point!

You can also view all the FMV sequences by selecting 'Show Cinematics' from the Options menu.

HERCULES

L2 The Hero's Gauntlet.....

Serpent, Medusa, Coin, Medusa

L3 Centaurs' Forest.....

Centaur, Hercules Silhouette, Minotaur, Archer

L4 The Big Olive.....

Centaur, Coin, Serpent, Hercules Silhouette

L5 Hydra Canyon.....

Coin, Gladiator Helmet, Coin, Soldier

L7 Cyclops Attack.....

Gladiator Helmet, Pegasus, Hercules Silhouette, Archer

L8 Titan Flight.....

Soldier, Coin,

Coin, Lightning Bolt
L9 Passageway Of Eternal Torment
Medusa, Soldier;

Centaur, Pegasus

L10 Vortex Of Souls.....

Soldier; Lightning Bolt, Soldier;

Centaur

View All Movie Clips.....

Pegasus, Soldier; Centaur; Soldier

MEXEN

Enter the options screen from the main menu and select 'Pad Config'. Hold R2 and press \square , \triangle , \circ , \times at the pad configscreen. A sound will confirm correct entry. Begin playing and pause. Use the 'Cheats' selection from the menu to access God mode etc.

IMPACT RACING

DISCO FEVER

After completing the game, you're rewarded with a clever extra feature: the Virtual Jukebox! This lets you take out replace the game disc with any music CD and watch a load of coloured patterns on screen, reacting in time to the beat. Press Select to see the music info and left/right to change tracks.

To go to the jukebox from the start, input 'JOURNEYS.END' on the password screen. Extra special passwords can be found by completing the game on each of the skill levels.

DEBUG MODE

Enter **RABBITBADGER** on the password screen to make 'Debug Mode' appear at the bottom of the main menu. This enables you alter the time limits, number of power-ups, enemy intelligence, and even switch the track type for each level.

FULL WEAPONS

Enter **ALL TOOLEDUP** on the password screen and start the game. You will have a fully supply of all the special weapons.

BONUS LEVELS

Enter **BONUS.LEVELS** on the password screen and start the game. Instead of playing the main tracks, you will play each bonus level in turn. This is a great way to practise them.

INVINCIBILITY

Go into the password section and enter: **I.AM.IMORTAL**. When you start the game you'll be invincible.

INFINITE WEAPONS

Enter **LOADSOFTUFF** on the password screen for infinite ammo.

FINAL LEVEL

Enter **ENDGAMELEVEL** on the password screen.

THE INCREDIBLE HULK

World/Easy/

Medium/Hard

CASTLE/70000F630A/

60080FFB85/80100F8401

ICE/A0000A352F/

90080ACDAA/80100A5626

UFOS/C000010759/

B008019FD4/D010012850

MAESTRO/300006D8BD/

F01005616D/101005F9E8

INTERNATIONAL SUPERSTAR SOCCER DELUXE

DOGGY CHEAT!

Enter the following code on the title screen: \triangle , \square , \circ , \times , \triangle , \square , \circ , \times , \triangle , \square , \circ , \times . If the cheat has worked, you should hear a bark. Now when you start a match, the ref and linesman will have turned into dogs! Don't expect any favours from man's best friends though - you'll still get booked for fouling on the pitch.

INT. TRACK & FIELD

CHANGE SWIMSUITS

On the Game Select screen, highlight the 100m Freestyle, then press \triangle , \square , \circ , \times . When you

start the swimming, the swimsuits will be changed to bikinis!

HIDE GAUGES

1. Go to the title screen.

2. Choose Start.

3. Enter any event and pause the game.

4. Hold L1, L2, R1, R2, \square , \times , \triangle , \circ

5. While still holding them, press \triangle or \square repeatedly to get the gauges to move off the screen.

GUEST APPEARANCES

Here's how you can see everything from Space Shuttles to dinosaurs.

Pole Vault - Space Shuttle

1. Clear the qualifying height (4.5 metres).

2. On the second attempt, set the pole to 5.0 metres and clear it.

3. On the next pole setting, a Space Shuttle will fly by.

Shot Put - T-Rex

1. Get a distance that is composed of all the same digits (eg '55.55').

2. A huge T-Rex will visit the stadium.

Javelin - UFO

1. Tap a Run button once and you'll begin jogging towards the foul line.

2. As soon as you see the angle meter appear, press and hold the Angle button (get it above 73 degrees).

3. As soon as the meter rises, begin pressing the Run button rapidly.

4. Make sure you're at a high speed and let go before the foul line.

5. If you did it right, you'll hear some noises and a UFO will fall... with your javelin protruding from it!

Discus - Birds

Get a distance that matches metres and centimetres (eg '23.23').

Triple Jump - Gopher

Match the last three numbers of your distance (eg '19.99').

Long Jump - Mole

Jump a distance where all the numbers are the same; eg 6.66m.

A mole will appear from the spot of your jump.

Hammer Throw - Balloons

Throw a distance where the centimetres are the same as the metres; eg 21.21m. A load of coloured balloons will be released from the crowd.

High Jump - Blimp

Qualify in the first attempt. Then adjust the bar by more than 40cm and make sure you clear that attempt too.

Then, during the third jump, a blimp will appear on the screen.

Adjust the height to the maximum of 2.70m. If you clear

that, you can then adjust up to 3.70m.

IRON & BLOOD

PLAY AS AVATAR

On the character select screen, hold \square and press \square . Release, then press \square + \circ . The cursor will finish up in the bottom-left corner and you'll now play as the baldie Avatar.

BIG FIGHT

Type these combination's on the Character Select screen for extra players:

LORD OF CHAOS

\triangle , \square , \circ , \times , \triangle , \square , \circ , \times

MINION OF CHAOS

L1 + L2 + R1 + R2 + \triangle + \square + \circ

MINION OF ORDER

\triangle + \square + \circ

STRAHO

\triangle , \square , \circ , \times , R1, R2, L2, L1

ISS PRO '98

CLASSIC ALL-STARS TEAM

Highlight the 'Exhibition' option on the Mode Select screen, then quickly press \triangle , \square , \circ , \times , \triangle , \square , \circ , \times . The sound of applause will confirm correct code entry. On the team selection screen hold L1 + R1 to make 'Classic All Stars' appear, and press X to select it. The team has maximum stats and

includes greats such as Banks and Beckenbauer, albeit with garbled names.

Note: If you return to the Mode Select screen, you'll have to re-enter the code.

JERSEY DEVIL

EXTRA LIVES

Enter the Overworld and jump up to get the extra life from the top of the fountain. Now pause the game and check your status, then unpause and another free life will be on top of the fountain! Repeat this process to collect as many lives as you want.

JET RIDER

SPECIAL CODES

You don't have to win a Full Season at Professional level to input the cheat codes. Instead, go to the Options screen and set the difficulty to Professional and laps per race to 6. Press Start to return to the title screen, then quickly press \square , \triangle , \square , \triangle . If it's worked you'll hear a sound and see a balloon saying 'Codes Enabled'. You can then enter all the usual cheat codes...

Super Agility

\triangle , \square , \circ , L1, \triangle , \square , \circ , \times

Zero Resistance

\square , L1, \triangle , \square , \triangle , \square , R2, \triangle

Double Stunt Points

\triangle , \square , \circ , L2, \triangle , \square , R1, R2

Show-Off Camera Enabled

\triangle , \square , \circ , L1, L1, L1, R1, R1

Air Brakes

R1, R2, \triangle , \square , \triangle , \square , \triangle , \square

Rocket Racer

\triangle , \square , \triangle , L2, L2, \triangle , \square , \triangle

Unlimited Turbos

\triangle , \square , \triangle , R2, \triangle , \square , \triangle

Ice Racing

\triangle , R2, R1, \triangle , L1, \square , \triangle , \square

Two-Player Computer AI Code

\square , \triangle , R2, \triangle , \square , L2, \triangle , \square

JONAH LOMU RUGBY

SPECIAL TOURNAMENTS & TEAMS

If you win the Territories Cup, don't quit - select Play and you get an extra League with the British Lions, World XV, and Barbarians. When you've won that, select Play again and you get a special cup with some funny sides including Team Lomu (a teamful of Jonah Lomus), Rage All-Stars, and the Codemasters team.



in/out
Select + □ - Turn players car into CPU
drone

X + △ + ○ + □ - Blow up all cars

TANKS ON ALL TRACKS

Enter the following as a character
name: TANKS4ME. A noise will indicate
the cheat's worked and you can now re-
enter the player's proper name.

Note: if you try to use the tanks on the
water they'll keep exploding!

CHANGE CAR TO OBJECT

During race, press pause and enter: ◊,
◊, ◊, ◊, ◊, ◊, ◊, ◊

Re-enter the code to change the object.

SLOW DOWN CPU VEHICLES

During race, press pause and enter: ○,
△, □, X, ○, △, □, X

This makes winning much easier.

BEHIND CAR CAMERA

During race, press pause and enter: ◊,
◊, ◊, ◊, ◊, ◊, ◊, ◊

NINE LIVES IN SINGLE PLAYER

Enter 'CATLIVES' as a player name. A
sound will confirm correct code entry.

ALL TRACKS IN MULTIPLAYER

Enter 'GIMMEALL' as a player name. A
sound will confirm correct code entry

FLOATING OBJECTS

Pause during race and press: □, △, □,
□, △, □, □, △, X.

TURBO START

Begin to accelerate just before the
second beep. If timed correctly, you will
begin the race with a turbo start. The
phrase 'turbo start' will appear to
your work.

RACING SHADOW

Go to the game options, select 1 Player
Mode, pick any character, and enter
his/her name as 'TANKS4ME'. Then
press 'OK' twice and choose Time Trial
Challenge. When it's loaded, press
Start and enter the Big Bounce cheat

[□, ◊, ◊, ◊, ◊, ◊, ◊, ◊]. Quit
the game and it will ask if you want to
play another challenge. Say yes. Below
your picture it will say 'cheat mode
active'. When the race begins and the
countdown is over, your shadow will
drive away on its own! What a thrill!

THREE LIVES IN MULTI-PLAYER

Enter 3LIVES as a player name.

NO TANK WEAPONS IN MULTI-PLAYER MODE

Enter NOTANKS as a player name. A
sound will confirm correct code entry.
You may re-enter another name before
starting play.

SNOW DURING TROPHY WIN

Enter WINTER as a player name. A
sound will confirm correct code entry.
You may re-enter another name before
starting play. Enter CONFETTI as a
player name to return to normal.

HALF-SPEED OPPONENTS

During a race, press: ○, X, ○, △, □, X,
○, △, □, X. Your CPU opponents will
now drive at half speed.

MORTAL KOMBAT 3

PLAY AS SMOKE

During the opening demo, wait until
the Rayden screen appears, then
rotate the joystick 360° clockwise until
the 'Ultimate Kombat Kode' prompt
appears. Quickly enter the code
Dragon - MK - Dragon - Goro - Skull
- Goro by pressing: R1, △ x 6, X x 6,
○ x 9. You'll hear Shao Kahn say
"Outstanding!" and a message will
appear to confirm the code. Now the
hidden robo-ninja Smoke is a
selectable character in the one- and
two-player modes.

SECRET CHEAT MODE

During the opening demo, quickly press
X, ○, △, R1, R1, R2, R2, R1, R1.
You'll hear Shao Kahn say, "You'll never
win!" Now press Start. When the stone
block appears with the word 'Kombat'
in red, press Up to access a secret

cheat menu.

'Free Play' gives you infinite credits in
the one-player mode.

Turn 'Smoke' on to activate him as a
playable character without using the
Ultimate Kombat Kode. Turn 'Fatality
Time' off to give yourself infinite time to
perform fatalities.

Turn 'Level Select' on and you'll be able
to choose any stage - including the
Hidden Portal - from a menu at the
bottom of the screen after you choose
your fighter.

With 'One Round Match' on, fights will
last just one round.

With 'One Hit Death' on, the first
player to strike will automatically win
the round.

ALTERNATIVE CHEAT MODE

If you're having trouble accessing the
secret cheat mode, here's a simpler
version. During the opening demo,
press X, L1, L2. You'll hear a
whooshing sound. Now you can access
a shorter version of the cheat menu
without the 'One Round Match' or 'One
Hit Match' options.

RANDOM SELECT

Bored with the same old characters?
To choose your fighter at random,
either player must hold Up and Start
at the same time. Ensure that Player
1's selection square is on Shang Tsung
and Player 2's is on Liu Kang.

KOMBAT KODES

When the Vs Screen appears, there
are six boxes located at the bottom of
the screen that are your doorway to a
multitude of hidden secrets. By quickly
pressing the High Punch, High Kick and
Low Kick buttons a certain number of
times, players will activate extra
features that range from fighting in the
dark to battling undiscovered
characters.

Super Run Jumps

Joypad 1: Tap □ x 3, △ x 2, ○ x 1
Joypad 2: Tap □ x 7, △ x 8, ○ x 9

Combos Disabled

Joypad 1: Tap □ x 7, △ x 2, ○ x 2
Joypad 2: Tap □ x 7, △ x 2, ○ x 2

Special Moves Disabled

Joypad 1: Tap □ x 5, △ x 5, ○ x 5
Joypad 2: Tap □ x 5, △ x 5, ○ x 5

Fast Uppercut Recovery

Joypad 1: Tap □ x 6, △ x 8, ○ x 8
Joypad 2: Tap □ x 4, △ x 3, ○ x 3

Super Endurance Mode

Joypad 1: Tap △ x 2, ○ x 4
Joypad 2: Tap □ x 6, △ x 8, ○ x 9

Player 1 Inflicts Half Damage

Joypad 1: Tap □ x 3, △ x 9
Joypad 2: Tap □ x 3, △ x 9

Player 2 Inflicts Half Damage

Joypad 1: Tap □ x 3, △ x 9
Joypad 2: Tap □ x 3, △ x 9

Both Players Inflict Half Damage

Joypad 1: Tap □ x 3, △ x 9
Joypad 2: Tap □ x 3, △ x 9

Power Bars Slowly Regenerate

Joypad 1: Tap □ x 9, △ x 7, ○ x 5
Joypad 2: Tap □ x 3, △ x 1

Real Kombat

Joypad 1: Tap △ x 4
Joypad 2: Tap △ x 4

Throwing Disabled

Joypad 1: Tap □ x 1
Joypad 2: Tap □ x 1

Blocking Disabled

Joypad 1: Tap △ x 2
Joypad 2: Tap △ x 2

Player 1: Quarter Energy

Joypad 1: Tap □ x 7, ○ x 7
Joypad 2: Tap □ x 7, ○ x 7

Player 2: Quarter Energy

Joypad 1: Tap △ x 3, ○ x 3
Joypad 2: Tap △ x 3, ○ x 3

Player 1: Half Energy

Joypad 1: Tap △ x 3, ○ x 3
Joypad 2: Tap △ x 3, ○ x 3

Player 2: Half Energy

Joypad 1: Tap △ x 3, ○ x 3
Joypad 2: Tap △ x 3, ○ x 3

No Life Bars

Joypad 1: Tap □ x 9, △ x 8, ○ x 7
Joypad 2: Tap □ x 1, △ x 2, ○ x 3

No Fear

Joypad 1: Tap □ x 2, △ x 8, ○ x 2
Joypad 2: Tap □ x 2, △ x 8, ○ x 2

Gives hints for Midway pinball game

Theatre Of Magic

Joypad 1: Tap □ x 9, △ x 8, ○ x 7

Joypad 2: Tap □ x 6, △ x 6, ○ x 6

Gives hints for Midway pinball game

No Knowledge

Joypad 1: Tap □ x 1, △ x 2, ○ x 3
Joypad 2: Tap □ x 9, △ x 2, ○ x 6

Displays text message only

Unlimited Run

Joypad 1: Tap □ x 4, △ x 6, ○ x 6
Joypad 2: Tap □ x 4, △ x 6, ○ x 6

Run bars stay at maximum for both
rounds

Quasi-Randper Kombat

Joypad 1: Tap □ x 4, △ x 6, ○ x 6
Joypad 2: Tap □ x 4, △ x 6, ○ x 6

Fighters randomly morph into other
characters

Dark Kombat

Joypad 1: Tap □ x 6, △ x 8, ○ x 8
Joypad 2: Tap □ x 4, △ x 2, ○ x 2

Screen is dark and flashes on briefly
when a hit is registered

Psycho Kombat

Joypad 1: Tap □ x 9, △ x 8, ○ x 5
Joypad 2: Tap □ x 1, △ x 2, ○ x 5

Combination of both Dark Kombat and
Quasi-Randper Kombat

Play Galaga

Joypad 1: Tap □ x 6, △ x 4, ○ x 2
Joypad 2: Tap □ x 4, △ x 6, ○ x 8

Play a brief game of Galaga. Three
lives, any button fires

Fight Smoke

Joypad 1: Tap □ x 2, ○ x 5
Joypad 2: Tap □ x 2, ○ x 5

Winner of first round fights Smoke

Fight Noob Saibot

Joypad 1: Tap □ x 7, △ x 6, ○ x 9
Joypad 2: Tap □ x 3, △ x 4, ○ x 2

Winner of first round fights Noob
Saibot

Fight Motaro

Joypad 1: Tap □ x 9, △ x 6, ○ x 9
Joypad 2: Tap □ x 1, △ x 4, ○ x 1

Winner of first round fights Motaro

Fight Shao Kahn

Joypad 1: Tap □ x 3, ○ x 3
Joypad 2: Tap □ x 5, △ x 6, ○ x 4

Winner of first round fights Shao Kahn

MORTAL KOMBAT 4

KOMBAT KODES

111-111 Free Weapon
One weapon drops into the centre
at the beginning of the match.

100-100 Throwing Disabled
No throws or bone-breakers.

444-444 Armed and Dangerous
Start off with your weapons drawn.

666-666 Silent Kombat
No background music.

050-050 Explosive Kombat
Last hit causes loser to explode.

222-222 Random Weapons
Start with another weapon at
random, rather than default.

123-123 No Power ??
Start off with just a bit of energy
above 'Danger' level.

555-555 Many Weapons
Weapons drop all over the stage.

060-060 No Rain
No rain on the Wind World stage.

002-002 Weapon Kombat
Both players never drop their
weapons.

012-012 Noob Saibot Mode
Play as Noob Saibot

020-020 Red Rain
Rains blood at the Wind World
stage.

010-010 Maximum Damage
Disabled No Maximum
Damage limit for Kombos.

110-110 Throwing and Max.
Damage Disabled
No Throws and Maximum Damage
Kombo Limit.

011-011 Kombat Zone:
Goro's Lair Play at Goro's Lair
stage.

022-022 Kombat Zone:
The Well Play at The Well stage.

033-033 Kombat Zone:
Elder Gods Play at The Elder Gods
stage.

044-044 Kombat Zone:
The Tomb Play at The Tomb stage.

055-055 Kombat Zone:
Wind World Play at Wind World
stage.

066-066 Kombat Zone: Reptile's
Lair Play at Reptile's Lair stage.

101-101 Kombat Zone: Shaolin
Temple Play at Shaolin Temple
stage.

202-202 Kombat Zone: Living
Forest Play at Living Forest stage.

303-303 Kombat Zone: The Prison
Play at The Prison stage.

313-313 Kombat Zone: Ice Pit
Play at Ice Pit stage.

001-001 Unlimited Run
Get an unlimited Run meter.

321-321 Big Head Mode
The characters have oversized
heads.

CHEAT MENU
Step 1: In a 2-Player game, enter
the Kombat Kode '302-213' at the
Vs screen, then quit the game.
Step 2: At the Options menu,
highlight 'Versus Screen' and hold
Block + Run until the Cheat Menu
appears up:

Endings - When activated, you will
get to see your character's ending
after winning only one match (the
first CPU opponent on the ladder is
treated as the boss).

Fatalities I - When activated, Hold
◊ and Press HP after "Finish
Him/Her" to do your character's
first Fatality.

Fatalities II - When activated, Hold
◊ and Press HP after "Finish
Him/Her" to do your character's
second Fatality.

Stage Fatalities - When activated,
Hold ◊ and Press HP after "Finish
Him/Her" to perform a Stage
Fatality.

Note: If you're fighting on any stage
other than The Prison, you will
perform the Ceiling Spikes Fatality
that is normally only done in Goro's
Lair. This also includes the two
stages with open skies: Wind
World and Ice Pit.

PLAY AS GORO
Step 1: Finish the game using
Shinnok as your character.
Step 2: At the character select
screen, choose the 'Hidden' icon.
Now move up to Shinnok with your
now-invisible cursor, and choose
him using Block + Run; you will
have actually chosen Goro as your
character.

Note: In a 2-Player game, only one
player can be Goro. Whichever
player performed Step 2 first will
be Goro.

PLAY AS GORO IN GROUP MODE
To play as Goro in Group mode,
first complete Step 1. Now in
Group mode - on Shinnok's turn -
choose Hidden, then select Group
the same way you would choose
Shinnok in Step 2.

PLAY AS NOOB SAIBOT
Step 1: Finish the game using
Reiko as your character. Then in a
2-Player game, enter the 'Noob
Saibot Mode' Kombat Kode, then
quit the game.

Step 2: At the character select
screen, choose the 'Hidden' icon,
then move up to Reiko with your
now-invisible cursor, and select him
using Block + Run; you will have
actually chosen Noob Saibot as
your character.

Note: In a 2-Player game, both of
you can be Noob Saibot.
Play As Noob Saibot in Group
Mode
To play as Noob in Group mode,
first complete Step 1. Now in
Group mode, on Reiko's turn,

stage.

044-044

055-055

Wind World

066-066

Lair

101-101

Temple

202-202

Forest

303-303

Prison

313-313

Ice Pit

001-001

Get an unlimited Run meter.

321-321

Big Head Mode

The characters have oversized
heads.

CHEAT MENU

Step 1: In a 2-Player game, enter
the Kombat Kode '302-213' at the
Vs screen, then quit the game.

Step 2: At the Options menu,
highlight 'Versus Screen' and hold
Block + Run until the Cheat Menu
appears up:

Endings - When activated, you will
get to see your character's ending
after winning only one match (the
first CPU opponent on the ladder is
treated as the boss).

Fatalities I - When activated, Hold
◊ and Press HP after "Finish
Him/Her" to do your character's
first Fatality.

Fatalities II - When activated, Hold
◊ and Press HP after "Finish
Him/Her" to do your character's
second Fatality.

Stage Fatalities - When activated,
Hold ◊ and Press HP after "Finish
Him/Her" to perform a Stage
Fatality.

Note: If you're fighting on any stage
other than The Prison, you will
perform the Ceiling Spikes Fatality
that is normally only done in Goro's
Lair. This also includes the two
stages with open skies: Wind
World and Ice Pit.

PLAY AS GORO

Step 1: Finish the game using
Shinnok as your character.

Step 2: At the character select
screen, choose the 'Hidden' icon.
Now move up to Shinnok with your
now-invisible cursor, and choose
him using Block + Run; you will
have actually chosen Goro as your
character.

Note: In a 2-Player game, only one
player can be Goro. Whichever
player performed Step 2 first will
be Goro.

PLAY AS GORO IN GROUP MODE

To play as Goro in Group mode,
first complete Step 1. Now in
Group mode - on Shinnok's turn -
choose Hidden, then select Group
the same way you would choose
Shinnok in Step 2.

PLAY AS NOOB SAIBOT

Step 1: Finish the game using
Reiko as your character. Then in a
2-Player game, enter the 'Noob
Saibot Mode' Kombat Kode, then
quit the game.

Step 2: At the character select
screen, choose the 'Hidden' icon,
then move up to Reiko with your
now-invisible cursor, and select him
using Block + Run; you will have
actually chosen Noob Saibot as
your character.

Note: In a 2-Player game, both of
you can be Noob Saibot.
Play As Noob Saibot in Group
Mode
To play as Noob in Group mode,
first complete Step 1. Now in
Group mode, on Reiko's turn,

choose Hidden and then select
Group the same way you would
choose Reiko in Step 2.

PLAY AS MEAT

Step 1: In a 2-Player game, keep
selecting the 'Group' icon and win
15 matches with it. You will now
have played as all 15 of the regular
characters.

the biggest database of tips, cheats and codes in any magazine

Box 4: MK2 Classic Endurance Kombat

Box 5: Random Prize

Box 6: Fatality Demo 1

Box 7: Fatality Demo 2

Box 8: Fatality Demo 3

Box 9: Super Endurance Kombat (All Females & Robot Ninjas)

Box 10: Battle With Shokan Champions (Bosses)

Box 11: Mega Endurance Kombat (All Ninjas & Chameleon)

Box 12: Supreme Fatality

QUICK EXIT

You can exit a game in the middle of any match by pressing the Start button and then Select. You'll then be asked if you want to continue with the fight or quit. Make your choice.

PLAY AS CHAMELEON

To reveal the hidden character Chameleon, pick either Human Smoke, Ermac, Classic Sub-Zero, Scorpion, Noob Saibot, Rain, or Reptile. Before the round starts, hold \triangle + HP + HK + RU + BL. Chameleon now has the abilities of the same colour ninja that he morphs into.

CLASSIC CHARACTERS

There are two MK1 and MK2 characters to find. To reveal all four of them, simply press Select on the appropriate character to reveal their previous incarnation. The characters in question are: MK1 Kano, MK1 Rayden, MK2 Kung Lao and MK2 Jax.

RANDOM SELECT

For this to work, press \triangle + Start at the select screen whilst the default players are highlighted.

CRISPY!!!

If you hold both run buttons after you do the stage fatality on Scorpion's Lair, you can hear Shao Kahn say "Crispy". If you hold both punch buttons, Dan Forden will pop out and say "Crispy". You can hold both run buttons and both punch buttons to hear both Shao Kahn and Dan Forden say "Crispy".

FROSTY!!!

Sometimes Dan Forden says "Frosty" instead of "Toasty". Freeze opponent when he's in danger.

PIT FATALITIES

Here is a list of pits and what to do for those spectacular fatalities.

Pit 1: Uppercut

Pit 2: Perform the Stage Fatality

Pit 3: Perform the Stage Fatality

Dead Pool: Hold LK + LP + \triangle then tap HP

Kombat Tomb: Perform Stage Fatality

Shao Kahn Tower: Perform the Stage Fatality

Subway: Perform the Stage Fatality

MOTORHEAD

Note: None of these cheats can be deactivated without resetting. Also, no high scores may be entered while a cheat is active.

SPECIAL CODES

Select Options and then Code to enter the following passwords.

COWRULES - Unlocks Div 2 cars and tracks.

FRAGTIME - Unlocks Div 1 cars and tracks (including Div 2).

TURBOMOS - Unlocks Nolby Hills (including Div 2 and 1).

LASTCODE - Unlocks all cars and tracks.

INSANITY - Changes the demo-mode to 3 minutes, 8 cars, including weird colour effects and fast camera-cuts.

SOFTHEAD - Activates in-game motion blur (frame-rate will be locked to 25fps).

SUPERCAR - Sets the camera high above the car.

CREDITS CHEAT

On the Credits screen, hold L1 + L2 + R1 + R2 + \square + \triangle to display the credits with demo-scene names instead of real names.

HIGH-SCORE NAME

Enter the following name on the high-score list:

SH4 - Replaces the Credits screen with a secret scrolling message.

IN-GAME CHEATS

Gold Bridge: Coloured Smoke

At the gas station, drive backwards around the gas pumps three times within twenty seconds. You need to pass outside the door with a speed of at least 40km/h. This gives you coloured smoke.

Red Rock: Fast Car

You need to go to the 'dead end' at the beginning of the long straight within 30 seconds from start, and there go backwards at over 20km/h. This gives you a really fast car.

Neocity: Team Pics

Below the long hill before you reach the cinema and the disco, drive through the wall on the first house to the left to find pictures of the team.

Atlantika: Jumping Cars

You need to go from the alley to the left of the road outside the Atlantika Central Station building to the left corner on the right side of the building within 20 seconds. The cars will jump around in that funky way!

Ruhrstadt: Jeepy Cars

Stand outside The Black Lotus club (close to the door) for 15 seconds. This will give the cars a Jeep-like look.

Olympus: External View

Stand on the heli-bridge for 10 seconds. This will give you an external camera alternative.

Nolby Hills: Low Gravity

Fly into the left garage door with Digital Illusions signs. Your speed needs to be at least 75 km/h. This will give you moon gravity.

MOTO RACER

CHEATS

Enter the following codes on the title screen.

Pocket bike mode: \triangle , \square , R2, L2, \triangle , \square , L1, X

Reverse mode: \triangle , \square , \triangle , \square , \triangle , \square , R1, L1, \triangle , X

Enable all ten tracks: \triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square

Enable all ten tracks (reversed): \triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square

Night races: \triangle , \square , L1, \triangle , \square , L2, \triangle , \square , R1, X

All opponents race at 50 km/h: \triangle , \square , \triangle , \square , L1, \triangle , \square , L2, \triangle , \square , X

Ultra-boosted bike: \triangle , \square , \triangle , \square , R1, \triangle , R2, \triangle , \square , X

Victory Movie: \triangle , \square , \triangle , \square , \triangle , \square , L1, \triangle , R2, X

Credits Movie: \triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square , X

MOTO RACER 2

MIRROR MODE

By winning the Gold trophy in the Super Bike Championship, you will open up the Mirror Mode - which is available for Practice and Single Races.

REVERSE MODE

By winning the Gold trophy in the Moto X Championship, you will open up the Reverse Mode - which is available for Practice and Single Races. Reverse Mode and Mirror Mode can be combined once both are available.

ULTIMATE CHAMPIONSHIP

By winning the Gold trophy in all three Championships (Super Bike, Moto X and Dual Sport), you will open up the final test of two-wheel handling: the Ultimate Championship. Alternatively, use the following codes.

CHEAT CODES

Enter them on the main menu - the screen should flash '2', but remain on the menu. Note that re-entering a code cancels its effect.

SUPERBIKE CHAMPIONSHIP COMPLETED

\triangle , \square , \triangle , \square , \triangle , L1, R1, X

This gives you the Mirror Mode (on Practice/Single Race track conditions).

MOTO X CHAMPIONSHIP COMPLETED

\triangle , \square , \triangle , \square , \triangle , L2, R2, X

This gives you the Reverse Mode (on Practice/Single Race track conditions).

DUAL SPORT CHAMPIONSHIP COMPLETED

\triangle , \square , \triangle , \square , \triangle , \square , X

If you've entered the previous two cheats, this activates the Ultimate Championship.

MIRROR & REVERSE & ULTIMATE CHAMPIONSHIP

R2, L2, \triangle , \square , \triangle , \square , \triangle , \square , X

Rather than entering the three codes above, you can get the same effect with this one.

AUTOMATIC CHAMPIONSHIP WIN

R2, R2, R2, L2, L2, \triangle , \square , \triangle , X This works for the first three championships. It puts you straight to the last race - just complete it (in any position) and you'll have won the championship!

SLOW OPPONENTS

\triangle , \square , \triangle , \square , \triangle , L1, R1, X

The CPU bikes' speed will now be limited to 50km/h.

BIG JUMPS (DIRT BIKE)

\triangle , \square , \triangle , \square , \triangle , \square , \triangle , X This makes your dirt bike jump even higher. Catch some air!

ULTRA FAST BIKE

\triangle , \square , \triangle , \square , \triangle , X

Twist that throttle and hold on for dear life!

DISPLAY CREDITS MOVIE

\triangle , \square , \triangle , R1, L2, L1, R2, \triangle , \square , X

When you select 'Start' from the menu, the credits will roll.

MOTOR TOON GRAND PRIX

TURBO START

If you want to give yourself a bit of extra speed in this wild and crazy driving game, then first of all try holding down the accelerator button (X) when the yellow light comes on.

SCREAMING SPEED

To accelerate to top speed with any of the racers in just one second, and stay at top speed, simply hold down the reverse button while accelerating. Hmm, I wonder if you can do this is a real car?

MOTOR TOON GRAND PRIX 2

DEBUG MODE

Choose 'Goodies' from the main menu, then hold any of the L or R buttons and press Select. You should now see four numbers at the bottom right of the screen.

Now pressing R1=1, R2=2, L1=4, L2=8 (combine button presses for other numbers; eg R1 + L1 for 5). Press Select to enter each digit and input the following codes.

Extra Tracks: 4174

Tank Combat: 5463

Submarine X: 5378

NAGANO WINTER OLYMPICS '98

GOLD MEDAL

On the title screen, press \triangle , \square , \triangle , \square , \triangle , \square , \triangle , X, \triangle , \square , \triangle , X.

ENDING

At options, press L1, R2, \triangle , \square , \triangle . Go to Event Select, choose Olympics. Enter name as TWV from Russia. Go to selection screen to see the ending sequence.

NASCAR RACING '98

EA SPORTS CAR

In Exhibition mode, go to the Race

Setup/Car Select screen and highlight Kenny Wallace's car. Then hold X and press \triangle , \square .

Note: You lose this car if you leave Exhibition Mode.

PINNACLE CAR

In Exhibition mode, go to the Race Setup/Car Select screen and highlight Bobby Labonte's car. Then hold X and press \triangle , \square .

Note: You lose this car if you leave Exhibition Mode.

PAINTBALL GUN

1. Pause during a race and go to Race Statistics screen. Press L1 + L2 + R1 + R2 at exactly the same time to hear an engine sound.

2. Return to the race action and press \triangle to shoot paintballs at your opponents!

NASCAR RACING '99

EXTRA DRIVERS

Select Single Race from the main menu and choose the relevant track for the desired driver (eg Charlotte for Bobby Allison). Highlight 'Select Car' and enter the relevant code (within a few seconds) to hear an engine noise and make the new car appear.

Bobby Allison

Charlotte - \triangle , \square , \triangle , \square , X, \triangle , L1, L2, R2, R1

Davey Allison

Talladega - \triangle , X, \triangle , R1, \triangle , \square , \triangle , L2, R2

Alan Kulwicki

Bristol (Day) - R1 x2, R2 x2, \square x2, \triangle x2, x2

Cale Yarborough

Darlington - \triangle x3, \square x3, \triangle , \square x2, \triangle

Richard Petty

Martinsville - \triangle , R1, \triangle , \square , \triangle , X, \triangle , \square , L1, R1

Benny Parsons

Richmond - R2 x2, L1 x2, L2 x2, R1 x2, R2, L1

WAVING DRIVER

You can switch to the cockpit view, then hold Select to make the driver wave.

PAINTBALL GUN

1. Pause during a race and go to Race Statistics screen. Press L1 + L2 + R1 + R2 at exactly the same time to hear an engine sound.

2. Return to the race action and press \triangle to shoot paintballs at your opponents!

NBA JAM TE

CHEATS

Select a team and, when 'Tonight's Matchup' appears, enter the code before 'Loading Game' appears.

BIG HEAD MODE

For heads just a little bigger than normal.

[\triangle , X, \triangle] x2

MAMMOTH HEAD MODE

Er... for incredibly big-headed people.

[\triangle , \triangle , X] x5

HUGE MODE

To turn the players into giants.

[\triangle , X] x7

BABY MODE

Just to make them feel small.

[\triangle , \triangle] x3

GREAT BALLS OF FIRE

Turns your balls into er... great balls of fire as you dunk.

\triangle , \square , \triangle , \square , \triangle , \square

MAX POWER

Enhances the ability of your men.

\triangle , \square , \triangle , \square , \triangle , X, X, \triangle

POWER UP DEFENCE

To boost your defending ability.

\triangle , \square , \triangle , \square , \triangle , \square

FULL COURT JAMS

\triangle , \square , X, \triangle , \square , X

HIGH SHOTS

\triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square x4, \triangle

POWER-UP 3-POINTERS

\triangle , \square , \triangle , \square , \triangle , \square

POWER-UP OFFENCE

[\triangle , \square , \triangle , \square , \triangle , \square]

PUSH ONE OPPONENT AND BOTH FALL

\triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square

PUSH ONE OPPONENT AND ONLY TEAMMATE FALLS

\triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square

QUICK HANDS

\triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square

SHOT PERCENTAGE DISPLAY

\triangle , \square , \triangle , \square , \triangle

SPEED UP

\triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square

TELE-PASS

\triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square

HIDDEN CHARACTERS

To play as these hidden characters, go to the name input screen and hold down the L1 and R1 buttons as you enter initials and dates.

Catling/CAT/JAN 2

Weasel/DAN/JAN 2

Goskie/GOS/JAN 6

Frank Thomas/FNK/JAN 8

Heavy D/HEA/JAN 9



Traz Damji/Steve Royea
Crispin Hands/Jeff Mair
Sam Nelson/Ed Fletcher
Stan Chow/Tarnie Williams
Michael Klassen/Marcus Lindblom
Dave Warfield/Ivan Allen
Brian Wideen/Brent Nielson
Aaron Grant/Renata Antonio
Zoe Quinn/Sean O'Brien
Novell Thomas/AI Murdoch
Ernie Johnson

SECRET CODES

This cheat is dead tricky to activate but worth it. After the game has started and you are at the Game Setup menu, press: L1, X, X, L1, X, □, R1, X, □, R1, ○ (which should take you to the Credits screen). Then hold (for a second or two) $\Delta + \Delta + \square$ to activate the secret codes.

Now start the game as normal and, as soon as it starts loading, hold L1 + R1 + $\Delta + \Delta + \square + \square + \square$ for as long as it takes for the secret code menu to appear. (Top tip: use a CD case to hold down the four fire buttons.)

1. On the secret code screen, L1 and L2 alter player height up/down. The number is in inches (min = 1.5 feet; max = 12 feet!). Note: Any height greater than 7'10" cannot slam the ball.

To change all the players on the cheat list, you must use a PlayStation Multitap with all controllers plugged in. 2. D-pad \uparrow and \downarrow control Chameleon mode (flashing colours). 3. Start and Select on controller 1 set the outdoor court on/off.

To exit the cheat area and go to the game, press $\Delta + X$ on controller 1.

NBA LIVE '98

SECRETS MODE

Start a new game and select any teams. When you reach the User Setup screen (with the controllers on it), press \uparrow to change 'Player 1' to 'Start New', then press X to enter your name. Enter 'Secrets' and press Start to accept it. Press \square to access the new Secrets option at the bottom of the screen. Highlight the 'Enter Secret Code' option and press X to access it.

Enter any of the following codes and press Start to make the relevant option appear on the Secrets menu. You can then toggle its setting by highlighting it and moving \leftarrow/\rightarrow .

Note: All codes are saved to memory if the game is saved immediately after entering them.

AQUA COURT

Enter 'Seaweed' as a Secret Code. Toggle the Aqua Court option on. The game will take place under water, with warped view and air bubbles, although the players still run around as quickly as normal.

HALLOWE'EN COSTUMES

Enter 'Scary' as a Secret Code. You can now toggle the Halloween Home option to Clown, Alien, or Mummy, to make the home team play in that costume.

Enter 'Freaky' as a code for the Halloween Away option, then toggle to the desired costume for the visiting team.

TEDDY BEAR PLAYERS

Enter 'Pin rocks' as a Secret Code. You're then asked a question about Pin: choose the 'He's both' answer. The 'Lovable Pin' will now appear in the menu. Toggle it on and press Start and you'll now be able to select an extra Halloween costume (for both home and away teams), called Lovable Pin. Select it to play the game with teddy bears!

CHAMELEON MODE

Enter 'Lizard' as a Secret Code, then toggle the new 'Chameleon Home' option to any player or all of them, so that they blend in with the court during the game.

Similarly, for the away team, enter 'Reptile' as a code and toggle the option to the desired player(s).

PROGRAMMER FREE AGENTS

Enter 'Prisoners' as a Secret Code to add the secret programmer players (as featured in the hidden teams) to the Free Agent list, so you can transfer them to NBA teams.

CREATE PLAYER FEATURES:

Eye Patch

Enter 'Eyepatch' as a Secret Code. Return to the main menu and press I to choose Rosters, then New Player. When you go down to the Features option for your player, there's an extra one to give him an eye patch.

Monocle

Enter 'Monocle' as a Secret Code. You can now create a New Player with a monocle (via Features option).

EA Toque

Enter 'Toque' as a Secret Code. You can now create a New Player with a toque (that's the Canadian name for a woolly hat, by the way).

HIDDEN TEAMS

Press I on the main menu and choose Rosters, then Custom Teams. Enter one of the following city and team name combinations to activate the corresponding team, made up of members of the NBA Live '98 development team.

City	Team
EA	Europeals
Hitmen	Coders
Hitmen	Earplugs
Hitmen	Idlers
Hitmen	Pixels
QA	Campers
QA	DBuggers
QA	Testtubes
TNT	Blasters

NBA LIVE '99

BONUS TEAMS

Go to the Rosters screen and select the Custom Teams option. Enter one of the following locations and team names to activate the corresponding side containing members of the programming team.

Note: These names are case sensitive, so press R2 to toggle letters between large and small.

City	Name
Hitmen	Coders
Hitmen	Earplugs
Hitmen	Idlers
Hitmen	Pixels

NEED FOR SPEED

LOST VEGAS TRACK

1. Go to the Tournament password screen.

2. Enter TSYBNS as your password.

3. Now go back to the Head-To-Head game.

4. Cycle through the tracks and Lost Vegas will be selectable.

OASIS SPRINGS TRACK

1. The TSYBNS code must be entered first.

2. In Head-To-Head mode, go to the Rusty Springs track.

3. Hold down L1 and R2 together to make it change to Oasis Springs.

4. While holding these buttons press Start to play.

WARRIOR CAR

1. The TSYBNS code must be entered.

2. In Head-To-Head Mode, go to the car selection screen and hold down L1 and R1.

3. You should now be able to select the Warrior.

RALLY MODE

1. After the TSYBNS code has been input, enter Head-To-Head mode.

2. Cycle through to your favourite track.

3. Now hold down L1 and R1 to see the title change to RALLY MODE.

4. Now press Start to enter a muddy course.

NO MERCY MODE

1. Yes, the TSYBNS code triggers this one too.

2. Go to the Head-To-Head screen.

3. Hold down L1 and R1.

4. The option should change to NO MERCY.

5. This turns off the slower car catch-up, giving a fairer race.

LUNAR SPRINGS

This newly discovered circuit is another variation on the Rusty Springs course, this time with a lunar landscape!

1. Access Tournament mode and enter the password: **SPKSHC**.

2. Go back and choose another mode and highlight Rusty Springs on the track select screen.

3. Press and hold Δ , then add L1 + R1 and select Rusty Springs with X.

MACHINE GUN CODE

Choose Head To Head mode. Immediately after selecting your opponent's car, push and hold L1, \square , \square , and \square , until loading is complete. Now instead having a horn, every time you push up you'll fire an invisible machine gun that clears the way of any cars. This code can be used with one or two players.

EXTRA WEIGHT

First go to Tournament mode and enter the password **TSYBNS**. After this you can continue Tournament mode or quit it. At the car selection screen, select Car Showcase, then Mechanical. From here, select Next Side. You can now add extra weight to the car you are viewing, shown by a number of red triangles at either end. Press L1 to add weight to the front of the car, and R1 for the rear. This makes your car turn sharper.

PASSWORDS

Track 1WRDRTY
Track 2ZDPBWN
Track 3MTQRZL
Track 4JVPZPL
Track 5ZYMNLIH
Track 6WMRPGZ
Lost VegasYKGSJJ
Track 8KJPDND
Track 9SDQWCG
Track 10SLZXDH
Track 11SPZDFX
Track 12ZVGRGX
Track 13XJHVCK

NEED FOR SPEED 2

EXTRA CAR

Enter LILZIP as the password to win the tournament and get the Ford Indigo.

EXTRA TRACK

Enter SHOTME as the password to unlock the extra track, Monolithic Studios.

FASTER CAR

Enter POWRUP as the password to get a Pioneer engine. This gives your car improved acceleration in Arcade mode, and better acceleration and top speed in Simulation.

MORE CAMERA VIEWS

At the main menu, start the race and hold: L1 + L2 + R1 + R2 + X + Δ + \square + \square .

Release the buttons when the race starts and you should have nine camera angles to choose from instead of the usual four.

Note: If you restart the race, the extra views disappear.

EXTRA VEHICLES

Enter any of the following passwords.

Note that the chosen vehicle won't appear in the selection menu - just start the race and you'll be driving it.

Note: These work for player 1. For player 2, simply change the 'ME' in each code to 'U' (eg 'LOGME' becomes 'LOGU').

ARMYME	Army Truck
BUGME	VW Beetle
BUSME	Bus
CITME	Citroen 2CV
CRATME	Crate
LIMOME	Limo
LOGME	Log
MAZME	Mazda Miata
OUTHME	Outhouse
QUATME	Audi Quattro

SEMIME

SNOWME

TREXME

VANIME

WAGOME

YJME

BEETME

BMRME

BNZME

JEPME

LCME

VOVME

TRAMME

STDAIME

STDBME

STDCME

Truck Cab

Snow Truck

T Rex

Camper Van

Wagon

Jeep

Trabant

BMW

Mercedes Benz

Comanche pick-up truck

Toyota LandCruiser

Volvo estate

Tram

Stand A

Stand B

Stand C

NEED FOR SPEED 3: HOT PURSUIT

NO LAND ROVERS

In Hot Pursuit mode, select the Redrock Ridge track. Press Start to load the race, then immediately hold \uparrow + R1 + L2 until the loading screen appears. The green Land Rovers will be replaced by beige police cars during the race.

POLICE WITH GERMAN ACCENT

In Hot Pursuit mode, press Start to load the race after selecting the game options, then immediately hold \uparrow + R1 + L2 until the loading screen appears. The police all sound like Arnold Schwarzenegger!

PLAY THE GAME ON THE REPLAY CAMERA

Enter SEEALL as your user name on the options screen. You will now be able to change the view you play the race using the new options menu **ENABLE ALL BASIC CARS AND TRACKS**.

Enter SPOILT as your user name on the options screen.

ENABLE THE ROOM TRACK

Enter PLAYTM as your user name on the options screen.

ENABLE THE CAVERNS TRACK

Enter XCAV8 as your user name on the options screen.

ENABLE SCORPIO-7 TRACK

Enter GLDFSH as your user name on the options screen.

ENABLE SPACE RACE TRACK

Enter MNBEAM as your user name on the options screen.

ENABLE AUTOCROSS TRACK

Enter XCNTRY as your user name on the options screen.

ENABLE EMPIRE CITY TRACK

Enter MCITYZ as your user name on the options screen.

UNLOCK THE MERCEDES BENZ

Enter AMGMRG as your user name on the options screen.

UNLOCK THE JAGUAR

Enter 1JAGX as your user name on the options screen.

UNLOCK THE SUPERCAR

Enter ROCKET as your user name on the options screen.

ADVANCED OPTIONS

Win both Knockout and Tournament on simulation mode.

CHEAT CODES

Enter one of these codes after pushing Start to finalise a race, and hold the buttons until the 'Loading' screen appears.

Power Horn

Start + Select + L2 + R1 When you're near a car, beep your horn to make him flip out of the way.

Heavy Car

Select $\square + \square + X$ Crash into any car to knock it out of the way.

Slow Motion Mode

$\uparrow + X + \Delta$

German Police

$\uparrow + L1 + R2$

Spanish Police

$\uparrow + L1 + R2$

Italian Police

$\leftarrow + L1 + R2$

French Police

$\rightarrow + L1 + R2$

Acceleration Boost

$\leftarrow + \square + \square$

NEED FOR SPEED: ROAD CHALLENGE

TITAN HOTROD

Enter Hotrod as the username to unlock the Titan Hotrod car in Test Drive, Single Race, Hot Pursuit, and Versus modes. 'Cheat Activated' will appear to confirm correct code entry. Note: Save game is disabled whilst this cheat is activated.

PHANTOM

Enter Flash as the username to unlock the Phantom car in Test Drive, Single Race, Hot Pursuit, and Versus modes. The phrase 'Cheat Activated' will appear to confirm correct code entry. Note: Save game is disabled whilst this cheat is activated.

HELICOPTER

Enter Whirly as the username to unlock the Helicopter car in Test Drive, and Versus modes. The phrase 'Cheat Activated' will appear to confirm correct code entry. Note: Save game is disabled whilst this cheat is activated.

TURN SIGNAL AND HEADLIGHTS Hold L1 and press \leftarrow or \rightarrow to activate the turn signals (indicators). Hold L1 and press \uparrow to turn on the hazard lights and press \uparrow to turn on the headlights.

EXTRA TRACKS

The only method to unlocking all the tracks in the game thus far is by opening them up within the Tournament and Special Events modes. By finishing 1st, 2nd or 3rd in a Tournament or Special Event race, you open up the tracks for other modes, such as Test Drive, Hot Pursuit, single player and two-player match-ups.

EASY CARS AND MONEY

You must own at least one car and have enough money (\$20,000) to buy one. Once you have this, copy the NFS Road Challenge save game file to another memory card. While both memory cards are in the PlayStation, select the High Stakes mode (in the two-player submenu). At the beginning of the race, forfeit player 2. When you reach the in-game menu, you should now have two of the same car. Copy the saved game over player 2's memory card again and repeat. Now sell all the cars you've won.

Note: Temperamental is the best word to describe these last three cheats for NFS Road Challenge. They seem to vary on the car and course selected, so if it doesn't work, try again. If it still doesn't work, chances are it's the wrong combination.

DASHBOARD VIEW

Press Start to load the race after selecting the game options (track and car selection), then immediately hold $\uparrow + \Delta + X$ before the loading screen appears. Keep the buttons held until you start the race.

DRUNK MODE

Press Start to load the race after selecting the game options (track and car selection), then immediately hold $\uparrow + R1 + L2$ before the loading screen appears. Keep the buttons held until you start the race. The screen will become blurred, with ten cars appearing instead of one.

SLOW CPU CARS

Select Tournament or Special Events mode. Press Start to load the race after selecting the game options (track and car selection), then immediately hold $\leftarrow + \square + \square$ before the loading screen appears. Keep the buttons held until the loading screen disappears.

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NEWMAN HAAS RACING

EXTRA TRACKS

On the main menu, hold L1 + R1 for a second, then release. Press Δ , Δ x7, Δ x5 to hear a crashing sound. Now go to select a track and you'll find that there are four extra ones available: Kahoon Massive, Pennsylvania Speedway, Woodshole 200, and Hill Fields 200.

TURN CARS INTO BUSES

On the main menu, hold L1 + R1 for a second, then release. Press Δ x3, Δ x15, Δ x3, Δ x11, Δ x14, Δ x5, Δ x25 to hear a crashing sound. Now start a race and you'll be driving a double decker bus!

NFL '97

Enter the following codes on the Team Select screen of Pre-Season mode.

1. L1, L1, L1, Δ , L1, L1
Let you play the NFC or AFC Pro Bowl teams against any team in a pre-season match-up.
2. L1, L1, L1, R1, L1, L1
Puts land mines all over the field! Watch your step or you'll be shot into the air and land on your back.
3. L1, L1, L1, L2, L1, L1
Just try and hold onto the ball! Every play of the game, the ball will be fumbled twice.
4. L1, L1, L1, R2, L1, R1
Just try and drop the ball! No fumbles are allowed no matter how bad the player in possession is.
5. L1, L1, L2, Δ , L1, Δ
Just tap the speed-burst button and your player will run at top speed for the rest of the play.
6. L1, L1, Δ , R2, L1, Δ
Whatever team you choose to play with will have the skills of a high-school side.
7. L1, L1, R1, Δ , L1, R1
All the players get a boost in size: they're huge!
8. L1, L1, R1, R1, L1, R1
Every player is shrunk down to size.
9. L1, L1, R1, R2, L1, R1
Now's the time to go deep: any QB can throw the ball 100 yards on any Bomb Zone play!
10. L1, L1, L2, R1, L1, L2
Puts the game into super slow mode.

NFL BLITZ

SECRET PLAYERS

Start an Arcade game and, when 'Enter Name For Record Keeping?' appears, answer yes. Enter one of the following names and PIN numbers. If it's worked, you'll hear a bloke say, "Lights out baby!"

NAME	PIN
Allen	7911
Aubrey	6666
Azpod	4777
Bert	8735
Brain	1111
Brian	2221
Byron	1969
Carlton	1111
Daniel	0604
David	3456
Forden	1111
Franz	1221
Franz	8421
Gatson	1111
Gentle	1111
Japple	6660
Jason	3141
Jenifr	3333
Jove	6644
Juan	6521
Luis	3333
Mike	3333
Raiden	3691
Root	6000
Sal	0201
Shinok	8337
Skull	1111
Thug	1111

Turnel.....0322

CHEAT CODES

These work just like *Mortal Kombat* codes. On the Team Matchup screen, press the Turbo, Jump, Pass buttons the number of times indicated in the code, then the direction on the D-pad. For example, for '1-2-3 Δ ', press Turbo, Jump x2, Pass x3, then Δ . If it's worked, the name of the code will appear above the icons.

Effect	Code
Allow Stepping DB	2-1-1 Δ
Big Football	0-5-0
Big Head	2-0-0 Δ
Fast Passes	2-5-0 Δ
Fast Turbo Running	0-3-2 Δ
Fog On	0-3-0 Δ
Headless Team	1-2-3 Δ
Hide Receiver Name	1-0-2 Δ
Huge Head	0-4-0 Δ
Hyper Blitz*	5-5-5 Δ
Infinite Turbo	5-1-4 Δ
Invisible	4-3-3 Δ
Invisible Receiver Highlight	3-3-3 Δ
Late Hits	0-1-0 Δ
Night Game	2-2-2 Δ
No CPU Assistance*	0-1-2 Δ
No First Downs	2-1-0 Δ
No Head	3-2-1 Δ
No Interceptions	3-4-4 Δ
No Play Selection*	1-1-5 Δ
No Punting	1-5-1 Δ
No Random Fumbles	4-2-3 Δ
Power-Up Blockers	3-1-2 Δ
Power-Up Defence	4-2-1 Δ
Power-Up Offence	3-1-2 Δ
Power-Up Speed*	4-0-4 Δ
Power-Up Teammates	2-3-3 Δ
Show Field Goal %	0-0-1 Δ
Show More Field*	0-2-1 Δ
Smart CPU Opponent***	3-1-4 Δ
Super Blitzing	0-4-5 Δ
Super Field Goals	1-2-3 Δ
Super Passing	4-2-3 Δ
Team Big Heads	2-0-3 Δ
Team Big Players	1-4-1 Δ
Team Tiny Players	3-1-0 Δ
Thick Fog On	0-4-1 Δ
Tournament Mode**	1-1-1 Δ
Turn Off Stadium	5-0-0 Δ
Weather: Clear	2-1-2 Δ
Weather: Rain	5-5-5 Δ
Weather: Snow	5-2-5 Δ

* Two player agreement required.

** Only in two-player game.

*** Only in one-player game.

MORE TRICKS

ONSIDE KICK

Hold Turbo + Jump + Pass + Δ after scoring.

Note: You should only use the onside kick (and try to recover it) if you're losing with little time left.

EXTRA BLOCKER

Hold Turbo + Jump + Pass while hiking the ball at the start, to put an extra blocker on the line of scrimmage.

HIDE PLAY SELECTION

Press Δ , Δ at the play selection screen to remove the cursor (so your opponent can't see which play you're selecting).

NFL XTREME

CHEATS

Go to the Create Free Agents screen and enter the following as player names.

LAMEBOY LENNY - Reverse

Animations

MONKEY MICKEY - Monkey Arms

COINHEAD COREY - Pan Heads

GEORGE GIRAFFE - Giraffe Men

BIGHEAD BOBBY - Ball Heads

SHRIMPY SEAN - Midget's Arms

BIG BEN - Massive Jocks

TINY TOM - Minute Men

NFL GAME DAY

SECRET OPTIONS

As soon as the NFL Game Day logo appears press: R1, R1, L2, L1, Δ , Δ , Δ , L1, L1, L2, R1, R2, L1, Δ , Δ . This will give you an options screen where

you can select several cool things - including turning all players into John Madden, enabling Touchdown Fatalities, and changing opponents into furry rabbits!

EXTRA TEAMS

At the opening screen, press the following keys in order:

O, O, R1, R2, L1, L2, O, Δ . Then hold down L1 and R1 simultaneously for about five seconds until the new teams appear.

VICTORY SCREENS

At the beginning when the PlayStation logo disappears, hold Down R1, R2, L1, L2 till you want to stop the graphics. This code takes you through all the win/lose screens in the game.

CODES

At the password prompt, enter the following (all in uppercase) for various special effects:

SKELETON Two skeleton teams playing

in the Bone Bowl

Two teams of

snakes with arms!

Ten-yard speed bursts

Large players

JUICE

(actual size)

Better offence

Better defence

Receivers catch

almost all the passes

Quarterback has

good throwing arm

Easy interceptions

Hard hits and

PICK CITY

CRUNCH TIME

more injuries

URNOTREDE

Computer is very

hard to beat

Commercial break

Super stiff-arm

Defenders injured

after hits

Unknown effect

GOOD

NFL GAME DAY '98

BONUS TEAMS

Press Δ at the team selection screen to

access Super Bowl teams for player 1.

Press Δ at this screen for player 2.

Press Δ again at the player selection

screen to access All-Star teams for player

1 - use L1 and L2 to view more selections.

Press Δ at this screen for player 2 - use

R1 and R2 to view more selections.

CHEAT CODES

Press L1 + L2 + R1 + R2 at the main

menu. Then enter each of the following

passwords for various amusing effects (if

you know what any of the 'unknown' ones

do, please write in and tell us):

BETTS

Stronger CPU runs

Stronger kicker legs

Less penalties

More penalties

Unknown

Unknown

View credits

Unknown

Unknown

Identical teams

Move Quickly

Small players

Increased difficulty

Better catches

Unknown

No Heads

Large Players

Better stiff arm

Very fast players

Better DB coverage

No Hands

Unknown

Unknown

Unknown

Unknown

High Kicks

Easier to burn a DB

Unknown

Stupid CPU

PASSWORD SCREEN

To activate the password screen press L1 + L2 + R1 + R2 on the main menu. Then

you can input these:

AHAB - Players are missing legs

AIR ATTACK - CPU always passes

CLOUD OF DUST - CPU always does run

plays

COOKIE CUTTER - Players are two

dimensional

CRUNCH TIME - Makes hits louder

FLAT LAND - Players are flat

INVISIBLE - Only shadows

SHOW OFF - Dive, press jump in the air

and keep running

NFL GAMEDAY '99

EXTRA TEAMS

Press Δ at the team selection screen to access various Superbowl and All-Star teams.

CHEAT MODE

Enter the Easter Egg menu and input one of the following codes to activate the desired feature:

BIG BALLS.....Large football

BIG HITS.....Louder noises

BLINDERS.....No penalties

BOBO.....All players called Bobo

BUNYON.....Big players

COFFEE BREAK.....Increased speed

CON.MAN.....CPU hides

pass coverage

CPU SCORES.....CPU players

are faster

CPU STUFFS.....CPU super

offensive line

CREDITS.....View credits

DAVIS.....Turbo running back

EGG HEAD.....Zero stamina and

more fatigue injuries

EURO LEAGUE.....All players

have European last names

EVEN TEAMS.....All players are equal

FLEA CIRCUS.....Tiny players

GD CHALLENGE.....Bonus

difficulty level

GRUDGE MATCH.....Red redzones,

chequered endzones,

invisible field goals

HAMSTRUNG.....More

hamstring injuries

HANGTIME.....Punts hang in

air longer

HOOPS.....Players named

after basketball stars

HOT SHOT.....CPU player celebrates

in open field

INVISIBLE.....Invisible players

ITS_IN_THE_FPS.....Scrambled

frame rate

MIND READER.....CPU knows your

play

PLAYING CARDS.....Flat players

POP WARNER.....Small, fast players

PRESIDENTS.....Players named

after Presidents

PRIME TIME.....CPU makes big plays

PUPPETS.....Players have red string

attached to head!

RED_ZONE.....Players named

after programmers

ROCKET MAN.....Ball carrier

has speed bursts

SLIDESHOW.....See cheerleaders

after a game

SPORTS.....All players have last

name from credits

STAMINA.....Increased endurance

STEEL_LEG.....Longer field goals

STICKEM.....Great hands for

receivers

SWIMMERS.....Turbo swim move

TELE_TUMMY.....Televisions

in players' stomachs!

WEAK.....Quick fatigue

NHL '97

Enter these codes during the face-off, before the puck drops on the ice. The word 'Entered' will confirm

correct code entry.

Super Home Team

Press L2, L2, L1 + R2, R1, O.

Quick Game

Press L2, L2, L1 + R2, R1, R2. Stop the current game and restart to enable 20-second periods.

No Collisions</

the best playstation cheats

Search

any all phrase

The PlayStation Database

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KELLY RYAN
ALAN SCALES
CHRIS WHALEY

Now press Δ to exit. Select Create Player again and press L1 to see your new super player with a 99 rating for every attribute.

NIGHTMARE CREATURES

CHEAT MODE

On the password screen press: $\triangle, \uparrow, \Delta, \phi, \square, \square, \square, \phi$. Once enabled you can select any level you wish, infinite continues, or even choose to play as one of the monsters!

RAZOR-SHARP WEAPON

Enable the Cheat Mode (see above), then press L1, R1, L2, R2, Select. A new cheat option will appear on the menu, enabling you to wield a permanent razor weapon.

BLURRY MODE

Enable the Cheat Mode, then press L1, L2 x2, L1, L2 x2, L1, Select. A sound will confirm correct code entry. Switch 'the Play Blur' option on, then start the game with blurry graphics.

SMALL CREATURES

Enable the Cheat Mode, then press L2 x2, R1 x2, L1, R2, Select. A sound will confirm correct code entry. Switch the 'Reduce' option on, then start the game with shrunken creatures.

MUSIC OPTIONS

Enable the Cheat Mode, then press L1 x4, R1 x3, Select. A sound will confirm correct code entry and 'Play Track Options' will appear. Start a game and pause during play. Select the 'Current Track' option, and press \leftarrow or \rightarrow to select a new song.

PASSWORDS

IGNATIUS

Level 2..... $\Delta, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 3..... $\Delta, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 4..... $\Delta, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 5..... $\Delta, \phi, \Delta, \phi, \Delta, \phi, \phi, \times$
Level 6..... $\Delta, \phi, \Delta, \phi, \Delta, \phi, \phi, \phi$
Level 7..... $\Delta, \phi, \Delta, \phi, \Delta, \phi, \phi, \phi$
Level 8..... $\Delta, \phi, \Delta, \phi, \Delta, \phi, \phi, \phi$
Level 9..... $\Delta, \phi, \Delta, \phi, \Delta, \phi, \phi, \phi$
Level 10..... $\Delta, \phi, \Delta, \phi, \Delta, \phi, \phi, \phi$
Level 11..... $\Delta, \phi, \Delta, \phi, \Delta, \phi, \phi, \phi$
Level 12..... $\Delta, \phi, \Delta, \phi, \Delta, \phi, \phi, \phi$
Level 13..... $\Delta, \phi, \Delta, \phi, \Delta, \phi, \phi, \phi$
Level 14..... $\Delta, \phi, \Delta, \phi, \Delta, \phi, \phi, \phi$
Level 15..... $\Delta, \phi, \Delta, \phi, \Delta, \phi, \phi, \phi$
Level 16..... $\Delta, \phi, \Delta, \phi, \Delta, \phi, \phi, \phi$
Level 17..... $\Delta, \phi, \Delta, \phi, \Delta, \phi, \phi, \phi$
Level 18..... $\Delta, \phi, \Delta, \phi, \Delta, \phi, \phi, \phi$
Level 19..... $\Delta, \phi, \Delta, \phi, \Delta, \phi, \phi, \phi$
Level 20..... $\Delta, \phi, \Delta, \phi, \Delta, \phi, \phi, \phi$

NADIA

Level 2..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 3..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 4..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 5..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 6..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 7..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 8..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 9..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 10..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 11..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 12..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 13..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 14..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 15..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 16..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 17..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 18..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 19..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$
Level 20..... $\phi, \square, \Delta, \phi, \Delta, \square, \square, \square$

NINJA

LEVEL SELECT

1. When the game first loads up, and the 'Checking Memory Card' screen comes up, press L2 x3, R2 x3. If it's working you'll see the words 'Del's cheat on!'. 2. Now, on the main menu, you'll be able to select any level by moving \uparrow and ϕ .

CHUNKY NINJA

Press Select x3, L2 x3, Select x3 when

'Press Start' flashes at the title screen. You'll hear a sound and the ninja will have a big head, hands, and feet (on the title screen and during play).

INVINCIBILITY & ITEMS

Pause during play and press L2, R2, L2 x3, R2 x3, $\square, \Delta, \square, \square, \Delta, \square$. You'll hear a jingle and the ninja will turn into a skeleton. To transform back into the ninja, but keep the extra items, simply repeat the code.

ALL WEAPONS

Pause during play and press R2 x3, L2 x3, R2 x3, L2 x6 to hear a jingle. Repeat this code to select the next available weapon.

NUCLEAR STRIKE

UNLIMITED AMMO, ARMOUR & FUEL

Enter PACKISBACK as a password. Whenever your ammo, armour, or fuel reaches zero, it will revert to maximum.

START WITH FIVE CREDITS

Enter the password WARRIOR.

NO ENEMY FIRE

Enter the password PHOENIX to disable enemy fire.

EASY FIRST MISSION

Enter the password EAGLEEYE to play an easy version of the first level. Or enter AVENGER to play it with no enemies.

FLY FURTHER

Enter the password MPG to fly further without refuelling.

RETURN TO PREVIOUS MISSION

Enter password ANDREAS to return to the previous mission.

UNLIMITED LIVES

LAZARUS

MOVE FASTER

WARPDRIVE

UNLIMITED AMMO

GOPOSTAL

VIEW FUTURE STRIKE ADVERT

COMMERCIAL

Now go to STRIKE Files and view any file (not Credits) for Future Strike advert.

THE HIDDEN FACE

Start a new game and position your arrow above your home base (use the map). Fly directly north of your home base about half an inch. When you check the map, the bottom of the arrow should be covering half the top of the blinking green box (the box represents your home base). Now look at the grass: there's a big face in it!

PASSWORDS

Level 2:CUTTHROATS
Level 3:COUNTDOWN
Level 3B:PLUTONIUM
Level 4:PUSAN
Level 5:ARMAGEDDON
Bonus Level:LIGHTNING

ODDWORLD: ABE'S EXODUS

LEVEL SELECT

Hold R1 on the main menu (with Abe in the middle) and press: $\phi, \phi, \phi, \phi, \Delta, \square, \square, \Delta, \square, \phi, \phi, \phi, \phi$.

VIEW MOVIES

Hold R1 on the main menu (with Abe in the middle) and press: $\phi, \phi, \phi, \phi, \square, \square, \Delta, \square, \phi, \phi, \phi, \phi$.

INVULNERABILITY

During play, hold R1 and press $\square, \Delta, \phi, \phi, \phi, \phi, \phi, \phi, \square, \square$.

ADVANCE TO NEXT PATH

During play, hold R1 and press \square x2, \square x2 to jump to the next section.

ODDWORLD: ABE'S ODYSSEY

LEVEL SELECT

On the main menu hold R1 then press $\phi, \phi, \phi, \phi, \phi, \phi, \phi, \phi, \square, \phi, \phi, \phi, \phi, \phi, \phi, \phi$. A level select menu will then appear.

VIEW ALL FMV

On the main menu hold R1 then press $\phi, \phi, \phi, \phi, \phi, \phi, \phi, \phi, \square, \phi, \phi, \phi, \phi, \phi, \phi, \phi$.

VOICE CHEAT

Hold down R1 and press $\Delta, \phi, \square, \phi, \phi, \phi, \phi, \phi$ during a game. Abe will now be able to mimic passwords without uttering a sound.

GREEN FARTS

During play, hold R1 and press $\phi, \phi, \phi, \phi, \square, \phi, \phi, \phi$. Now whenever Abe farts, green gas comes out of his arse!

O.D.T.

HIDDEN CHARACTER: SOPHIA HAWKINS

On main menu, quickly press L1, L2, R2, R1 to hear a noise. Sophia will now be available when you go to select a character.

HIDDEN CHARACTER: KARMA THE EX-DEVIAN

On main menu, press R1, R2, L2, L1 to hear a noise. Karma will now be available when you go to select a character.

FULL EXPERIENCE

Pause game, then press $\square, \Delta, \square, \Delta, \square, \Delta, \square, \Delta$. Select, L1, R1. Select to hear a noise. Now go to your statistics to find a full green bar to distribute. You can repeat this process to max out your stats.

UPGRADE CURRENT WEAPONS

Pause game, then press R1, L1, R2, L2, $\phi, \phi, \phi, \phi, \phi$. You'll see on the stats screen that your weapons have been upgraded a notch. Repeat to upgrade them further.

UPGRADE CURRENT SPELLS

Pause game, then press $\phi, \Delta, \square, \Delta, \square, \Delta, \square, \Delta$. Select, L1, R1. Select to hear a noise. Go and have a look at your spells to see that they've been upgraded by a star. Repeat to upgrade them further.

FULL ENERGY

Pause during play and press $\phi, \phi, \phi, \phi, \phi, \phi$.

FULL AMMO

Pause during play and press $\phi, \phi, \phi, \phi, \phi, \phi$.

FULL MANA

Pause during play and press $\phi, \phi, \phi, \phi, \phi, \phi$.

UPGRADE ABILITIES

During play, pause the game and press $\square, \square, \Delta, \square, \phi, \phi$. You'll hear a noise to confirm correct code entry. Press Select to see that your abilities (top right) have improved. Repeat the code several times to max them out.

ENEMY HEALTH DISABLED

During play, pause the game and press $\Delta, \square, \phi, \phi, \phi, \phi$. You'll hear a noise to confirm correct code entry. Now just one hit will kill any enemy instantly.

FIFTY LIVES

During play, press Start to pause the game, then press Δ, ϕ, ϕ, ϕ . Select, \square . You'll hear a sound and your lives will go up to 50.

ONE

LEVEL SELECT

Enter HEVYFEET as a password.

ALL WEAPONS

Enter MAXPOWER as a password.

BONUS LEVEL

Finish the game and return to the title screen. Then enter 1MORELVL as a password.

CHEAT MODE

Enter HEYBUDDY as a password (via Load Game) and the debug menu will appear. This enables you to choose the level, starting section, invincibility, and all weapons.

OMEGA BOOST

BONUS ZONES:

U1 - Complete the game on Hard level with 90 AP and without using any continues.

U2 - Complete the game on Hard level

with 60 AP.

U3 - Complete the game on Hard level with 50 AP.

U4 - Complete the game on Normal level with 90 AP and without using any continues.

U5 - Complete the game on Normal level with 60 AP.

U7 - Complete the game on Hard level without using any continues.

U8 - Complete the game on Normal level.

U9 - Complete the game on Normal level without using any continues.

V5 - Complete the game with 60 AP.

OMEGA BOOST LEVELS:

A - Complete the game with 60 AP.

B - Complete the game on Hard level with 90 AP. This gives you unlimited special attacks and all weapons at level 3.

C - Complete the game on Normal level. This gives you maximum speed and all weapons at level 9.

D - Complete the game on Normal level with 90 AP. This gives you lock-on lasers and all weapons at level 9.

E - Complete the game on Hard level. This gives you improved manoeuvrability and all weapons at level 9.

PANDEMONIUM

Enter each of these passwords to access secret game modes:

ROCK 'N' ROLL

Password: TWISTEYE

Hold L1 and L2 and move the D-pad \leftarrow or \rightarrow to rotate the screen. Press ϕ to centre it again.

MUTANT MANIA

Password: THETHING

Hold L2 and press \square , to cycle through odd shapes of your body L2 + X swaps back to normal.

U CAN'T TOUCH THIS

Password: HARDBODY

Makes you invincible.

GENDER SWITCH

Password: BODYSWAP

Press Δ to swap characters in mid game.

PERMANENT WEAPON

Password: OTTOFIRE

As it says. New weapon changes as it's picked.

EXTRA LIVES

Password: VITAMINS

31 lives are all yours.

HEARTS GALORE

Password: CORONARY

Loads of extra hearts.

FREEDOM

Password: BORNFREE

Go to any world you like.

PINBALL MANIA

Password: TOMMYBOY

Finish a level and you get the option to play this Pinball screen.

SPEED GREED

Password: CASHDASH

Bonus screen after level is finished.

IMMORTAL ENEMIES

Password: EVILDEAD

Those enemies just won't die.

JUST VISITING

Password: INANDOUT

Quitting during play will return you to the map.

OPEN ALL LEVELS

GETACCESS

TRIPPY GRAPHICS

ACIDDUDE

BONUS ROUND

SKATBORD

PERMANENT WEAPON

MAKMYDAY

MUTATE CHARACTERS

GENETICS (Pressing L2 and \square mutates L2 and X returns to normal)

PASSWORDS

These passwords will take you to a level, but with no goodies:

LevelPassword

1.....	ADEAMIE
2.....	EPJAKCA
3.....	FBIJAKCI
4.....	KOCCIEE
5.....	NGIABJJ
6.....	NIAJBBCB
7.....	KGCACICI
8.....	AHICBAJE
9.....	AICFAJG
10.....	AICBAJI
11.....	FBIJAKCK
12.....	FBIJAKDC
13.....	FFIADKDK
14.....	KACACIBA
15.....	ADMCFIDA
16.....	EMIEKBE
17.....	OEIBIMNJ
18.....	FAAIKACE

PANDEMONIUM 2

INVINCIBILITY

Enter the password NEVERDIE and a message will appear at the bottom of the screen to confirm that you can't touch this!

PLAY ANY LEVEL

Input the password OCMCKKEJ.

EXTRA LIVES

Enter the password IMMORTAL to begin the game with 31 lives.

LEVEL CODES

Level 2.....	AJMABLOC
Level 3.....	FAAAGCNA
Level 4.....	LJABIDOA
Level 5.....	LDBJLAE
Level 6.....	KLBFCE
Level 7.....	IEBBLMF
Level 8.....	POCEHEJJ
Level 9.....	FHCADAC
Level 10.....	AKAJDIJC
Level 11.....	NIIEGPGCJ
Level 12.....	FKDAGMNMK
Level 13.....	LKFBKLM
Level 14.....	BBAMFKDK
Level 15.....	FPDAGMHC
Level 16.....	APEMFIND
Level 17.....	POGLMEB
Level 18.....	FMDAGPIM
Level 19.....	FCLAGJNE

PARAPPA THE RAPPER

COOL BONUS

By achieving a Cool rating in each stage, you'll be awarded a crown on the Stage Select screen. Get all six crowns and a bonus stage will appear, called KT & The Sunny Funny Band. It features Katy and Sunny dancing on a circular stage. Press Δ or X to change their costumes (three each), \square or \square to change their dancing (six each), R

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PERFECT WEAPON

Ice Moon....X, □, X, □, □, O, □, O
Garden Mn... O, X, X, △, O, O, X, △
Forrest Mn... O, △, □, O, □, □, △, △
Desert Mn... O, X, X, X, △, O, △, △
Morgone....X, X, □, X, □, □, △, O
Toran.....△, △, X, □, △, △, △, X, O
Shiro.....O, O, X, □, X, X, O, △
Renza-Fi....△, O, X, X, △, □, △, △
Sacra-Ja....O, X, O, O, □, O, X, □
Morgone O....X, △, O, X, △, O, X, △
Lizard Guard...O, □, □, X, O, X, X, O
Final Level. □, △, O, X, □, △, O, X

PITFALL 3D

CHEAT PASSWORDS

For the desired effect, enter any of the following passwords.

MORE LIVES.....GIVEMELIFE
VIEW FMV.....PLAYMOVIES
PITFALL RETRO GAME.....CRANESBABY
LEVITATION.....ZEROGHARRY
BIG HEADS.....BIGHEADHARRY
WATCH CREDITS.....CREDITS
DISAPPEAR.....2DHARRY
VIEW 2-D SCENES.....PITFALLCOMIC
TURN OFF COMMENTARY.....STOPTALKING
MAXIMUM LIVES.....STEVECRANEME
DEMO MODE.....VIGILANTE

IN-GAME MESSAGES

Enter any of the following passwords to view a special message.

SURFINGHARRY - Message 1
SHARKY - Message 2
IMPRESSGIRL - Message 3
JESUSHINT - Message 4
RICHARD - Message 5
BETH - Message 6
STEPHEN - Message 7
MOMANDDAD - Message 8
REDJAY - Message 9
LEVEL 3 WITH 56 LIVES
Enter DISCOLIGHTS5 as a password.

OLD PITFALL GAME CHEATS

As revealed in issue #22, you can play the original *Pitfall* game by entering the password CRANESBABY. However, you can also cheat on it with these codes:

Unlimited Lives: Press L1 + L2.
Crocodile Message: Press R1 + △ while on a crocodile screen.

LEVEL PASSWORDS

Level 2: City Of Shenrak.....

METROPOLIS

Level 3: Underground Caverns.....

DEEPPARK

Level 4: Moku Temple.....

GEEHEISBIG

Level 4A: Gladiator.....

HOTROCKS

Level 5: Blister Fields.....

GOINGDOWN

Level 6: Desert Into Volcano.....

WOWTHATSHOT

Level 7: Blazing Flood.....

BIGWORMGUY

Level 7A: Kryll Thular.....

JAILBREAK

Level 8: Cell Blocks.....

THUNDERDOMES

Level 9: Life Extraction.....

SPOOKYMESAS

Level 10: Dark ValeMAGICGARDEN

Level 11: Crystal Matrix.....

BESTFORLAST

Level 11A: The Scourge.....

POCKET FIGHTER

PLAY AS DAN

On the character select screen,

highlight Ken and press ⇐.

PLAY AS GOUKI

On the character select screen, highlight Ryu and press ⇐.

POOL HUSTLER

BOWLIARDS MODE

Press ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⇐, ⇐, ⇐ at the title screen to hear a "ker-ching!" You can now select Bowliards from the main menu.

POOL SHARK

UNLOCK ALL LOCATIONS & TABLES

Rename either player as CW12 4AP (with a space between the 2 and 4). Then return to the match options, where you can now select all the locations and tables.

SHOW BALL TRAJECTORIES

First, enter the Unlock All Locations & Tables cheat. When it's your turn to play, press L2 + R2 + O to bring up loads of coloured lines to show where every ball will go!

INSTANT WIN

First, enter the Unlock All Locations & Tables cheat. When it's your turn to play, press L2 + R2 + □ to instantly win the match.

POPULOUS: THE BEGINNING

CHEATS MENU

Start the first level. Move the pointer over a tree on your island and press X. Repeat this for every tree on the island and you should hear a crack of thunder. Pause the game and you'll see the Cheats option at the bottom of the menu. Select it and you can choose all buildings, all spells, and maximum mana.

PORSCHE CHALLENGE

SNEAKY SHORT CUTS

USA - Drain

After the first left corner, look out for a car park on the right. Occasionally there is a white truck there which means the Drain shortcut is open. When about level with the truck, take a sharp left through the gate in the wire fence - try to avoid the water as it will slow you down. The exit is by the railway station.

Japan - Temple

Hit the first basket on the left side of the course (look closely, there should be an IO logo on it). Just past the starting grid, the Temple Gate shortcut will now be open.

Alpine - Village

On the first lap, the gates are closed. When you reach the base of the track on the second lap, you will see a snowplough. The snowdrift to the left is blocked by some cones: knock these down and the plough will clear the drift, opening the doors for the next lap.

CHEATS

All of these cheats must be entered on the main menu screen (1-Player, Options).

ALL CARS JUMP

Now all the other cars on the track will start jumping.

⬆ + □, ⬆ + O, ⬆ + □, ⬆ + O, ⬆ + □, ⬆ + O, ⬆ + □

END OF THE GAME

If, like some of us, you really cannot be bothered to wait to see the end credits, activate this cheat and you'll be whisked away to view them instantly. And look... there's even some lovely FMVs of classic Porsches - how nice!

□, O, ⇐ + Select, ⇐ + Select

FISH-YE LENS

This is surely meant to alter the view, but we couldn't see any difference when we tried it. A bit fishy, if you ask me.

□ + △ + O, L1, L2, R2, R1

HIGH VOICES

For that prepubescent-quality sound,

just activate this cheat and those helium high notes are just round the corner.

HYPER CAR

Knight Rider eat your heart out. When this baby is activated, hold on tight! Select + □, Select + O, Select + □ + O

INTERACTIVE TRACKS

This lets you race on all the 'interactive' versions of the tracks, with the junctions constantly switching to alter the road as you race around. These are normally only available once you reach them in Championship mode.

INVISIBLE CAR

Surely the best new design in anti-theft security. They can't steal what they can't see. (Note: this crashes on some tracks)

□ + O, L2 + R2, □ + O, L1 + R1, □ + O

LONG TRACKS

Everybody likes a bit of extra length, just ask the girls! But seriously, this brings up the longer versions of the tracks. These normally only become available once you reach them in Championship mode.

Select + ⬆, Select + ⬆, Start, Select

MAD RACE

It's Mad Max, only this time he's driving a Porsche. Your opponents will swerve all over the track.

⬆, ⇐, ⇐ + Select

MIRROR MODE

Well, humm! What could this possibly mean, I wonder? Mirror Mode perhaps.

⇐ + O, ⬆ + △, ⇐ + □

TEST DRIVER

The black prototype Porsche is yours to drive at any point during the game.

⇐ + □, ⇐ + O + Select

TUNE TEST DRIVER

How do you like your car? Well you can choose your own parameters with this handy option.

⇐ + O, ⇐ + □ + Select

UNLIMITED RETRIES

Now you never have to worry about losing, so long as you've got unlimited retries.

L1 + L2, R1 + R2 + □

USER CAR JUMPS

In true Dukes Of Hazard style, you too can jump, fly, zoom through the air: □, O, □

PREMIER MANAGER '98

EASY MONEY

Play both of your pre-season away friendlies at Juventus and you will have £4 million to spend.

PROJECT OVERKILL

Pause, then select 'Review Mission' and enter any of the following codes.

Life Refill

Hold □ press O, X, △, release □.

Hold O press □, X, △, release O.

Cloak

Hold △ press □, O, O, □, release △.

Hold X press △, △, release X.

Speed

Hold ⬆ press △, △, △, release ⬆.

Hold ⬆ press X, □, O, release ⬆.

Max Ammo

Hold O and press □, hold △ and press X, hold O and press X, hold X and press □.

End Level

Press X, ⬆, ⬆, ⬆. Hold □ and press O, Hold X and press △.

Test Mode

Press ⇐, ⇐, ⇐, ⇐. Hold X and press △. Hold △ and press X.

PRO 18 WORLD TOUR GOLF

LONGER SHOTS

Select the information icon on the main menu, then choose Create Golfer. Enter the name:

LONGSHOTWONDER. After selecting the golfer image, go to any game mode and select your newly named player to activate the cheat. Your shots will now go a lot longer than normal.

PSYBADEK

CHEATS

Level Select

Turbo Mode

Nine Lives

Snow Dek

Large Xako

Tiny Xako

Lunar Gravity

Upside Down

Wobble Mode

Slippery Mode

GOANYWHERE

DEKPOWERUP

DONTDIONME

CLAPPEDOUT

INLILLIPUT

SIZOFANANT

WALKONMOON

TOPSYTURVY

JELLYJELLY

GREASEDEK

PUMA STREET SOCCER

SUPER STARS

On the 'Press Start' title screen, enter this code:

L1, L2, R1, R2, R2, R1, L2, L1

The Super Stars option will now be unlocked on the main menu. Select it to see the superstar players, including Matt Le Tissier! To add any of these players to the international teams, select Team Tactics from the icons on the main menu, then replace your players with the superstars on the right-hand list.

EXTRA TEAMS

After inputting the Super Stars code on the 'Press Start' title screen, enter this code:

L1, X x2, △, X x2, △, X

On the Select Team screen, you'll now find three extra teams (between Wales and Argentina): Alpha Star, Bravo Star, and Pixelstorm.

Note: You must enter the Super Stars code before this one or it won't work.

PUMA SPORTS GARDEN

On the 'Press Start' title screen, enter this code:

L1 x7, R1

This lets you select the Puma Sports Garden pitch.

RAGE RACER

TOGGLE MIRROR ON/OFF

Whilst racing in internal view mode, pause the game at any time and then press and hold △ and then tap L1 to make the rear-view mirror disappear. Press R1 to bring it back.

MIRROR MODE

Providing extra course variety, the Mirror Mode reverses all the tracks so that all the corners and writing are backwards. To access it, select 'Race Start' from the main options and then hold L1, R1, Select and Start until the race begins. If the cheat has worked you will instantly notice the difference.

ADVANCED COLOUR PALETTES

To access more colours to use on your team logo, perform the following: Select 'Customise' from the main options, then select 'Design' and choose any logo or create your own. Then select 'Paint' and then press any direction until the cursor is off of the painting area.

Now press a button to move onto the colour palette and then press L1, L2, R1, R2 and Select. If done correctly,

additional boxes will appear on the right labelled R, G, and B. These letters represent the amount of red, green and blue hue for the specific palette that the cursor is highlighting. Pressing ⬆ and ⬆ will change which hue you alter and then pressing R1 + ⬆ or ⬆ will alter the numeric figure in the hue box.

Now move the cursor onto the painting area and press L1, L2, R1, R2, and Select. You should now see a targeting cross-hair appear in the smaller picture area (for greater accuracy we presume).

Finally, keeping the cursor inside the painting area, press L1 + R1 in

conjunction with any direction to rotate your design around.

INFINITE MONEY

Follow the steps below for infinite money:

1. You must complete the Normal GP (all the classes). Wait for the credits roll until the end.
2. Save the whole game into a brand new block in Save/Load screen.
3. Go back to play the Normal GP at class 5 and you should be able to choose only one car (GNADE).
4. Choose that car and press Race Start.
5. During the countdown (3, 2, 1, Go), press Start and choose Retire. This should let you quit the race without losing a chance.
6. Finally, enter the Normal GP again, then choose Class 1. You should now have infinite money. You can buy and upgrade any car you wish.

Note: If you repeat all the steps at Extra GP, you'll get the same cheat.

RALLY CROSS

SPECIAL PASSWORDS

To be entered as either the Lap/Course Record name or New Season name.

Win Rookie Season -

vet_me [= space]

This is equivalent to winning the Rookie season, giving you four extra cars and access to the Alpine track.

Win Veteran Season - im_a_pro

Equivalent to winning the Veteran season, this gives you four more cars and the Gardens and Stadium tracks.

Win All Pro Seasons - weeco

This is equivalent to winning the normal, head-on, and mixed Pro seasons. You can now select the three pick-up trucks.

Heavy Cars - stone

Makes the cars stick to the road more, hardly jumping into the air.

Lighter Cars - feather

Makes the cars lighter so they bounce around more.

Low Gravity - float

Upon bouncing up, the cars float through the air longer. This completely confuses the CPU opponents.

Sharp Turning - spinner

Lets you turn quicker thanks to more sensitive steering. Keep turning to spin right round on the spot.

Fat Tyres - fat_tires

Increases the width of your tyres, although this doesn't seem to alter their grip.

No Wheels - no_wheels

Removes the wheels, so the cars float around the track!

Just Wheels - wheels

Removes the car body, so just the four wheels remain!

No Collisions - banzai

Lets you drive straight through other cars as if they weren't there.

No Slowdown - noviscous

You can now keep accelerating through mud/water etc without slowing down.

Normal Gravity - radbrad

This cheat seems to be pretty useless; unless you've just activated the float cheat. All this does is return gravity to normal.

RALLY CROSS 2

CHEATS

Enter each of these codes as the player's name when starting a new season. Press X to accept the name, then select a single race.

SISAO Original Rally Cross Oasis

Track

ELGNIJ Original Rally Cross

Jungle Track

FOSTER Little Woods Track

NIKEK Frozen Trail Track

MIT Dusty Road Track

KCIN Rock Creek Track

CIRE Dry Humps Track



BSIRHC Hillside Track
AIRFILLED Low Gravity
LEADSHOT Original Rally Cross Game
Physics
MOONEY Restore Rally Cross 2
Game Physics
INCORPORAAL Disable
Collision Detection
MOOBMOOB All Regular Tracks, All
Difficulties & Cars
UNLOCK DIFFICULTY LEVELS
These player names let you start at the
last race of the season with a large
point lead. You don't need to finish the
race to become champion and unlock
the next difficulty level.
PREVETVeteran Level
PREPROPro Level
PREALLAll Regular Tracks & Cars

RAMPAGE 2

PLAY AS RALPH
Enter LVPVS as a password.
PLAY AS GEORGE & RALPH
Enter SM14N as a password.
PLAY AS LIZZIE, GEORGE & RALPH
Enter S4VRS as a password.
PLAY AS MYUKUS
Enter NOT3T as a password.
PLAY AS ALTERNATE MYUKUS
Enter B1G4L as a password.
PLAY AS MOOBUS
Enter SRY3D as password.
CHEATS MENU
Enter BVGGY as a password. Select
Options, then Cheats for the full cheats
menu.

RAPID RACER

CHEATS

Input the following cheats on the name
selection screen in one-player mode
before they become available in the
other game modes.

Extra BoatsBOA (= space)
Makes all the hidden boats selectable.
Duck ModeQAK
This turns all the boats into giant
plastic ducks with engines!
HurricaneHURR
Gives you control of The Hurricane,
a high-speed vessel that corners like it's
on rails. It's got a horrible yellow paint
job, though.
Unlock Day TracksDAY
Unlock Night TracksNIT
Unlock Mirrored TracksRRIM
Random Track GeneratorFRAC
Win RaceWINR
Quit the race you are playing to be
awarded first place.
Day Track SelectD_ _#
Where # equals the number of the
track you want.
Night Track SelectN_ _#
Where # equals the number of the
track you want.
Mirrored Track SelectM_ _#
Where # equals the number of the
track you want.
Porsche ModeBXTB
This enables the Porsche cheat, but it
only works if you load in a *Rapid Racer*
saved game from a memory card that
also contains a *Porsche Challenge*
saved game.

RASCAL

LEVEL & ROOM SELECT
Enter HOUSE as a password and
begin a game. Press R1 during play
to select a new level or R2 to
choose a room.

RAYMAN

LEVEL PASSWORDS
Start3BW8Z92W9M
Pink Plant WoodsL8WBZ9LW9M
Anguish LagoonLOW8ZH2W9M
Swamps of Forgetfulness
LO4JPHLW9M
Mosquitos NestLO44Z9LNHM
Bongo HillsBOD4?HL29X
Allegro PrestoBOD4?1L29X
Gong HeightsB04DG13L9K

Mr Sax's Hullabaloo
BOD4?R33HP
Twilight GulchBH4N?1!3NP
Hard RocksT9DN?R33NF
Mr Stone's Peaks49DN?1!WF
Eraser PlainsDW44?1!CN7
Pencil Pentathlon4NBN?1!5NF
Space Mamma's Crater
DCT4G13CDF
Crystal PalaceDCTW81!CD7
Eat at Joe'sNWTDOR!346
Mr Skop's Stalactites
NW?WD15!4Q

REBOOT

PLAY AS ENZO
On the main menu press: \downarrow , \leftarrow ,
 \downarrow , \leftarrow , \downarrow , L1, R1, \rightarrow , \downarrow , \leftarrow . Then
start a new game to play as
Enzo.

RESTORE GLITCH ENERGY
On the main menu press: \rightarrow , L1,
 \downarrow , \rightarrow , \downarrow , L1, R1, \downarrow , \rightarrow , \downarrow .

SHIELDS
On the main menu press: \downarrow , R1,
 \rightarrow , \downarrow , \rightarrow , L2, R2, \rightarrow , \downarrow , \rightarrow . An
extra shield will appear with every
Glitch.

Note: You can't use this at the
same time as the Restore code.

PLAY AS DOT
On the main menu press: \leftarrow , R1,
 \rightarrow , \downarrow , \rightarrow , R2, L1, \rightarrow , \downarrow , \rightarrow .

BEST WEAPON
On the main menu press: \downarrow , L1,
 \downarrow , \rightarrow , \downarrow , \rightarrow , R1, L2, \downarrow , \rightarrow , \downarrow .

FLYING
On the main menu press: \leftarrow , \downarrow ,
 \rightarrow , \downarrow , \rightarrow , R2, L1, \downarrow , \rightarrow , \downarrow .
Now hold the jump button (\square) to
fly up into the air.

RESIDENT EVIL

ROCKET LAUNCHER
To start the game with the rocket
launcher plus infinite ammo, you must
first complete the game in under three
hours. Simple. When, or rather, if you
achieve this, you'll be able to save the
rocket launcher to your inventory and
start the game more or less invincible.

CHANGING CLOTHES
It's true, by completing *Resident Evil*
with a good ending (whereby
you rescue BOTH team members), you
will be awarded the Special Key which
will be added to your inventory and
saved in preparation for the next game.
This key will then allow you to enter the
previously locked door in the wardrobe
and enter the hidden wardrobe closet.
In here you'll be able to access an
alternative set of togs for your chosen
character.
Pointless but fun.

SUN CREST
Go to the Armour room on the second
floor and then push the two statues
over the air vents in the floor. Now
press the button on the ground and the
display cabinet at the far end will open,
revealing the crest.

WIND CREST
Push the statue off of the balcony on
the 2F Dining Room and collect the Blue
Gem from the shattered remains below.
Take this gem to the Tiger Statue Room
on the first floor and insert it into the
statue's eye socket. This will cause the
statue to pivot, revealing the crest.

STAR CREST
Go to the Large Gallery on the first floor
and you'll be confronted by a series of
paintings. Visit each painting in
sequence starting from the youngest to
oldest and press the buttons. The
correct sequence is as follows: New-
born, Infant, Lively Boy, Young Man,
Middle-aged Man and Old Man. Finally,
once you've pressed each button, go to
the painting at the end and press the
final button to obtain the crest.

MOON CREST
This is by far the hardest crest to obtain
and it is found in the Attic. When you

get there, you'll be confronted by an
extremely large snake. You can either
take evasive action and run around it to
grab the crest from its nesting ground,
or alternatively you can blast it to
kingdom come and then grab the crest.
DOOM BOOKS & MEDALS
Take the Doom Books to the fountain
which you'll come to after the
underground passage, then go to your
inventory, go to 'Check Item' and rotate
each book around so that the pages are
facing outwards. Now press X and the
book will open, revealing the medals
needed to drain the fountain and access
the lab.

LOGGING ONTO THE COMPUTER
The log-in name is JOHN. The first
password is ADA. The final password is
MOLE.

DISKS & TERMINALS

Disk 1 - Inside the hidden room in
Library B.

Disk 2 - Behind the huge rock in Crank
Passage.

Disk 3 - On the desk at the Stairs in
the laboratory.

Terminal 1 - Inside Private Room A.

Terminal 2 - Inside the Mortuary.

Terminal 3 - Inside Power Maze B.

POWERING THE ELEVATOR

To activate the power to the elevator
that will take you down to the final
battle with Tyrant, you'll need to visit the
power panel in the first room of the
Power Maze. Simply go to the
southwest corner of the room and
restore the power to the darkened
areas. Go into the last room of the
Power Maze and then use the terminal
at the east end of the room - the
elevator will now be active.

RESIDENT EVIL 2

RANKINGS

After beating each scenario your
performance will be rated by a
grade from A to F. This is
determined by both the time taken
and the number of saves used. For
a top ranking, try not to save more
than ten times in each scenario.
Your ranking is also affected by the
use of the special infinite ammo
weapons (see 'Cheats') - you won't
get an A grade if using one.

CHEATS

Alternate Uniforms:
Start the first scenario on the
'Normal' difficulty setting. Head for
the police station, but without
picking up any items. If you do this,
the two zombies in the park outside
the station will vanish, and a new
one will appear below the steps
outside. Does he look familiar? He
should because the new zombie
is none other than Brad Vickers, the
STARS pilot who airlifted Chris and
Kil to safety at the end of the first
game.

Brad has now been transformed
into a super-zombie who takes 20
hits to kill - so enter the station to
grab some more ammo. Return and
kill 'Brad', then search his body to
find the Special Key. Take it to the
save room next to the Dark Room
and use it to open the locker
containing alternate uniforms.
There's a cowgirl one for Claire,
featuring a rapid-firing six-shooter;
and two for Leon, one of which
enables him to shoot one-handed.

INFINITE AMMO WEAPONS
Each infinite ammo weapon will
appear in the next game after the
first chest is opened, and is
accessed by completing scenarios
(on Normal difficulty) within time
limits in the following order:
Rocket Launcher: Complete either
Claire or Leon's first scenario in
under 2.5 hours with an A or B
ranking.

Gatling Gun: Complete either
character's mission B in under 2.5
hours, with no saves, no first-aid
sprays, and an A or B ranking.
Machine Gun: Complete either
character's second scenario in
under 3 hours with an A or B
ranking.

All Three Weapons: Complete
either character's second scenario
in under 2.5 hours with an A or B
ranking.

Rebecca Chamber Picture
If you search the desk on the left
side of the STARS office, you'll be
told, "It's trashed, someone must
have searched it." However, you can
search it repeatedly (about 50
times) until a roll of film is found.
Now take this to the Dark Room to
see a picture of Rebecca in a
basketball uniform.

PLAY AS HUNK & TOFU

1. You need 8 free blocks on your
memory card.
2. You need to play the game four
times, one for each character's two
scenarios, in less than 3 hours with
an A or B ranking; ie don't save
more than three times (and don't
use any first-aid sprays if you want
an A ranking). NO special weapons
may be used at this point (but you
can later).

3. Save each game separately on
the memory card - don't overwrite.
Play CLAIRE A as above. This will
save as LEON B. Save on Memory
position 1 on memory card.
Play LEON A. This will save as
CLAIRE B. Save on Memory position
2.

Play LEON B, loading from Memory
position 1. This will save as CLAIRE
A. Save it on Memory position 3.
Play CLAIRE B, loading from
Memory position 2. This will save as
LEON A. Save the game on Memory
position 4.

4. Now, along the way, you will have
been awarded the HUNK save file.
Save this on Memory position 5.
5. Now you have to play two more
scenarios to finally obtain Tofu. For
these two scenarios you CAN use
any infinite special weapons that
you've earned along the way, but you
need an A or B ranking as before,
with a time of less than 2.5 hours
using no first-aid sprays and NO
SAVES.

6. For these final two scenarios do
it as follows:
Play LEON A, loading it from
Memory position 4. This will save as
CLAIRE B. Save this game on
Memory position 6.
Play CLAIRE B, loading it from
Memory position 6 as above. This
will save as LEON A. Save this game
on Memory position 7.
7. As soon as this is saved, you'll be
given the TOFU save file. Save this
file on Memory position 8. Phew!

RESIDENT EVIL: DIRECTOR'S CUT

DOUBLE ITEMS

On the skill level screen, highlight
Advanced and hold \leftarrow and it'll turn
green. This will give you double of
every item collected.

RESIDENT 2 SKILL LEVELS

On the *Resident Evil 2* demo,
highlight New Game and hold \leftarrow .
You'll now be able to choose Normal
and Rookie modes.

RIDGE RACER

EXTRA CARS

Obtain all 12 standard racing cars by
scoring a 'Perfect' by blasting every
single alien in the Galaga game.

MIRROR MODE

Start a race and drive up to the end
of the slip-road, then turn around and
race back to the starting line. As
you approach the barrier at the
back, it will disappear and you'll now
find yourself racing in reverse on a
mirrored track.

MOVE FLAG

To move the Ridge Racer flag around
on the title screen, hold L1 and R1
and press the other buttons to move
the flag. You can also speed up the
rotation of the cars and tracks on
their respective select screen by
using this same technique.

DEVIL CAR

When you place first on all three
standard tracks, go to the Time Trial
mode and you'll be racing against two
other cars as opposed to just one.
The third is the 13th Racing Devil
Car. To beat it, you must overtake it
whilst it is stationary on the second
lap and then maintain a perfect
racing line throughout the remaining
duration of the race. Achieve this and
the Devil Car will appear to the left of
the first car on the select screen.

RIDGE RACER REVOLUTION

EXTRA CARS

You can boost the car quota up to a
staggering 12 motors by getting a
perfect result in the Galaga loading
game, shooting all 40 enemy craft.

SECRET OPTIONS

Don't shoot any of the ships in
Galaga '88. After all the ships have
gone by, there will be a small
firework burst. Go to the 'Other'
screen and you can now set the
racing time from Normal, Morning,
Evening and Night.

SPOTLIGHT CONTROL

Hold down L1 and R1 at the main
screen [with Game Start and Options
commands].

BUGGY MODE

To turn all the cars into small buggy-
type vehicles, complete the Galaga
loading game scoring a 100% hit
ratio. To make this much easier,
when you switch on your PlayStation
on, press and hold L1 + R1 + Select
+ \downarrow + Δ . Now when you play Galaga,
your ship will fire a laser beam that
can wipe out enemies with ease.
Start the game as normal and you'll
have all the cars at your disposal, all
squashed!

TOGGLE MIRROR ON/OFF

Getting fed up of having a rear-view
mirror on the screen? Well just
pause the game by pressing Start,
hold down Δ and press L1 to make
the mirror vanish. You can press R1
to make it reappear again too!

ZOOM CAR IN/OUT

Drive using the external view mode
and pause the game. Now hold down
 Δ and press L1 and R1 to zoom in
and out on your motor.

Spinning Mode

Select a Time Trial race and when
the Start command is highlighted,
press and hold the accelerator and
brake until the action switches to the
track. You begin the race as normal,
but will see the message 'Spinning
Point' appear as you reach the first
bend. Take your finger off the
accelerator and quickly press it again
to send your car into a spin.

You can perform 360's, 540's and
even 720's with a bit of practice. You'll
get marked on technique and there are
three spinning points in each track!

MIRROR MODE

You can play the tracks backwards
with corners bending the opposite way
and the writing reversed by following
these simple instructions...

Start the game as normal, drive a
little way down the track and turn the
car around. You will see a barrier ahead

the biggest database of tips, cheats and codes in any magazine



meant to stop you racing the wrong way. Line your car up and attack it!

If you hit the barrier at 100kph you will go straight through and be able to race the track backwards!

RIVAL SCHOOLS: UNITED BY FATE

ALTERNATE HINATA COSTUME

Successfully complete Arcade mode with Hinata, Batsu, and Kyosuke. Then, enable Short Cut mode and choose the alternate character from the bottom row of the character selection screen.

ALTERNATE TIFFANY COSTUME

Successfully complete Arcade mode with Tiffany, Roy, and Boman. Then, enable Short Cut mode and choose the alternate character from the bottom row of the character selection screen.

ALTERNATE NATSU COSTUME

Successfully complete Arcade mode with Natsu, Shoma, and Roberto. Then, enable Short Cut mode and choose the alternate character from the bottom row of the character selection screen.

ALTERNATE KYOKO COSTUME

Successfully complete Arcade mode with Kyoko and Hideo. Then, enable Short Cut mode and choose the alternate character from the bottom row of the character selection screen.

EASY ALTERNATE COSTUMES
Successfully complete the game once. Then hold L2 to select Tiffany, Hinata, Natsu or Kyoko.

Alternate Evolution Mode Costumes

Eight different colours may be selected for each character by pressing □, △, ○, ×, R1, R2, L1, or L2 at the character selection screen.

KYOKO'S OFFICE

Successfully complete the Evolution disc game with Kyoko under the highest difficulty setting.

TARGET MODE

Successfully complete the Evolution disc game with any character and difficulty setting.

SERVICE MODE

Successfully complete the Evolution disc game with Natsu under the highest difficulty setting.

HOME RUN MODE

Successfully complete the Evolution disc game with Shoma under the highest difficulty setting.

SHOOT-OUT MODE

Successfully complete the Evolution disc game with Roberto under the highest difficulty setting.

ROGUE TRIP

CHEATS

Enter them on the password screen.

DOUBLE YOUR GEAR

When you drive over some pick-ups you get twice the amount of goods. L1, L2, ○, L1, R1, □

STRONGER ARMOUR

This cheat increases the amount of hits your vehicle can take.

R1, △, R1, △, L1, □

MAX TURBO

After putting in this cheat you can turbo-boost without any special bar energy. □, ×, ○, △, R1, R2

DUKE NUKEM FMV

To play some excellent Duke Nukem footage, enter this password.

□, □, ○, ○, △, △

EXTRA LEVELS

Enter these codes on the password screen to enable the arenas on Challenge mode.

FUNTOPIA

×, ○, L2, ×, □, L1

GULCH

□, □, △, R1, L1, ○

HIDDEN VEHICLES

Put these codes in on the password

screen to activate the hidden vehicles.

XAGNAR THE ABDUCTOR

R1, □, ×, □, L2, ○

STILLBIRTH

△, L1, R1, ×, L2, L2

AGENT XQJ-37

L1, △, R2, △, △, R1

NIGHTSHADE

R1, R2, L1, L1, ×, ○

PLAY AS BIG DADDY

Enter △, □, R2, ×, △, R2 as a password. Go to Challenge mode and choose the Nuke York level. Big Daddy will appear on the vehicle selection screen.

BATTLE BOSS 1

Enter ○, R2, R1, □, L1, R2 as a password.

Go to Challenge mode. The first opponent will be a normal character. Once defeated, he will transform into Stülbirth (Goliath).

BATTLE BOSS 2

Enter ○, ○, L2, L1, △, △ as a password. Go to Challenge mode to face Nightshade.

BATTLE BIG DADDY

Enter □, △, ○, ○, R2, R2 as a password. Go to Challenge mode and choose Nuke York to face Big Daddy.

INFINITE JUMPS

Enter ○, □, R2, ×, △, R2 as a password.

CHEAT MODE:

Press L1 + R1 + R2 + Select during play to see 'Cheats Enabled'. Then, hold L1 + R1 to enter the following codes:

△, △, △, △	Invulnerable
△, △, △, R2	Infinite Weapons
R2 + × + △	Mega Guns
L2 + △ + △	Hornet Nest (must have Stingers selected)
△, △, △, △	Upgrade Weapons
R2 + {△, △, △}	God Mode

ROLLCAGE

EVERYTHING UNLOCKED

Enter the password MAXCHEAT to unlock all leagues, mirror mode, the bonus tracks (Skid Pan and Superbowl), and extra driver (Yuri).

DESIGNERS' LAP RECORDS

To add the game developers' best lap times to the records, enter the password BESTLAPS.

DEATHMATCH

The four two-player deathmatches are gradually unlocked by winning the Gemini and Scorpio leagues with maximum points; on Easy and Hard levels. Go to the Bonus Bits option to select one.

MIRROR MODE

The 'P' option in Bonus Bits becomes Mirror Mode when you win the Taurus League. Obviously, switch it on to race on mirrored tracks (ie left = right).

BONUS TRACKS

There are two extra tracks to unlock, playable in Time Attack and 2 Player modes.

Complete Taurus on Easy level with maximum points to unlock the Superbowl track.

Complete Taurus on Hard level with maximum point to unlock the Skid Pan track.

DIFFICULTY MODES

Complete Taurus on Easy level to unlock Hard mode.

Complete Taurus on Hard level to unlock Expert mode.

To select the new difficulty level, go to the User Setup screen and choose Difficulty.

EXTRA CAR

Complete Taurus on Hard level to unlock Yuri's top-notch police car.

MEGA TIME ATTACK

Complete Taurus on Expert level to unlock Mega Time Attack. Turn it on via the User Setup screen, then start a Time Attack to race at incredible speed

(increased frame rate).

PASSWORDS

All Leagues - Easy Mode

EEFNIEBA

All Leagues - Hard Mode

EEFPHMBC

All Leagues - Expert Mode

HEMPCMD

ROSCO MCQUEEN

Laundry 2.....FLUFFY

Laundry 3.....SWEATY

Auto 1.....HOTROD

Auto 2.....GREASE

Auto 3.....BIGEND

Harold's 1.....SMELLY

Harold's 2.....WIDETV

Harold's 3.....PILLOW

Leisure 1.....TRICEP

Leisure 2.....MOTION

Leisure 3.....HIPHOP

Residential 1.....KENNEL

Residential 2.....BARREL

Runaround.....SPLASH

R-TYPES

LEVEL SELECT

Highlight either the 'R-Type' or 'R-Type II' option on the title screen. Quickly press L2 x10, R2 x10. Begin a game and press Start to pause during play. You can now select any level, including the FMV endings.

TURBO MODE

Press Start to pause during play in R-Type or R-Type II. Hold L2 and press △, △, △, △, △, △, △, △, △, △.

SLOW MOTION

Press Start to pause during play in R-Type or R-Type II. Hold L2 and press △, △, △, △, △, △, △, △, △, △.

ALL WEAPONS

Press Start to pause during play in R-Type or R-Type II. Hold L2 and press △, △, △, △, △, △, △, △, △, △, followed by one of the following buttons for various weapons: △, □, ×, ○, or R1.

RUNNING WILD

SMALL RUNNERS

Successfully complete Challenge mode on the Easy difficulty setting to unlock a secret option to make the characters smaller.

FASTER GAME

Successfully complete Challenge mode on the Medium difficulty setting to unlock a secret option for extra speed.

TYRANNOSAURUS REX

Use Boris (the elephant) to successfully complete Challenge mode on the Hard difficulty setting to unlock a secret option for more speed.

EXPERT DIFFICULTY SETTING

Successfully complete Challenge mode on the Hard difficulty setting to unlock another difficulty level.

ALTERNATE CHARACTER APPEARANCE

On the character select screen, press L1 or R1 to cycle through different colours for the highlighted character's clothes.

SAMPRAS EXTREME TENNIS

ALL COURTS & PLAYERS

Enter

ELIBDENPAOCAAABJGEMIAAACKKKI as a Tournament mode password to access all courts and players.

SAN FRANCISCO RUSH

TRUCK

Select any car; then hold L1 until the race starts.

BUGGY

Select any car; then hold R1 until the race starts.

HIDDEN CAR

Select any car; then hold R1 + R2 until the race starts.

EXTRA CARS

Select any car; then press △ on the transmission selection screen to cycle

between a low rider, bus, rocket engine car, taxi, and police car.

Note: The number of cars that are selectable depends on how many keys have been found. To drive the police car, Circuit mode must be completed.

EXTRA CARS II

For even more vehicles, press ○ on the car selection screen. This gives you the Viper, hippy van, VW Beetle, and McLaren.

UFO

Hold R1 + R2 + L1 + L2 at the car selection screen and choose a car. Keep the buttons held and press × at the transmission selection screen. Then hold △ until the race starts.

DIFFERENT CAR COLOURS

Press □ at the car selection screen.

REVERSED TRACKS

Complete Circuit mode to unlock the option for forward and reversed tracks.

STUNT MODE

Complete Tournament mode to unlock a Stunt mode option on the Golden Gate track.

SCARS

Enter the following passwords for all cars and cups.

PASSWORD CHEATS

Go to Options, then Settings to enter the following passwords.

RUNNER Cheetah Car

MYSTER Panther Car

DESERT Scorpion Car

RATTLE Cobra Car

ALLVID All Cars

XPRTS Master Mode

GLASSX Crystal Cup

ROCKYY Diamond Cup

ZDPEAK Zenith Cup

SHADOWMASTER

CHEATS

On level 1, kill the two Shadowfists from the first room that opens, then go in there in order to enter the following codes.

INVINCIBILITY

Press L1 + L2 + R1 + R2 + × ALL AT THE SAME TIME to make the screen flash blue.

ALL WEAPONS

Press L1 + L2 + R1 + R2 + ○ ALL AT THE SAME TIME to make the screen flash red.

LEVEL SELECT

Press L1 + L2 + R1 + R2 + △ ALL AT THE SAME TIME to make the screen flash green. Then quit the game to get a level select on the start screen.

SILENT HILL

EXTRA OPTIONS

Start or continue a game, then press: L1 + L2 + R1 + R2 within the options screen in your inventory. An 'Extra Options' menu with weapon control, blood colour, view control, retreat turn, walk/run control and auto aiming selections will appear.

NEXT FEAR MODE

When you have completed the game once, the Next Fear mode becomes available. You can now pick up additional weapons using your completed save game position.

SIM CITY 2000

FREE CREDIT

On the budget screen, hold △, then press L1, L2, L1, L2, R2, R1, R2, R1. You can now have bonds at 0% interest.

SKULL MONKEYS

Skull Monkey GateR1, R2, L2
Monkey ShrinesR2, R2, ○, □
Hard BoilerR2, □, R2, R1, □,

×, R1, ×, ×, R1, △
Snow○, △, □, △, ○, R1, R1,
L1, ×, R1, □

Elevated Structure of Terror ...L1, L1, □, L1, □, R1, □, L1, □

Castle De Los Muertos....○, L1, ×,
△, □, ×, ×, ×, L1, R1

YNT Death Garden.....□, R1,

○, L1, ○, R1, ○, L1, ×, ×, □, R2

YNT Mines×, □, ×, △, ×, ×, □, L1,

□, □

YNT Weeds△, R2, △, △, □,

×, ○, L1, □, △, □, □

Evil Engine #9...×, △, ×, ×, R1, □,

○, ×, L1, ×

SMALL SOLDIERS

MEDAL OF HONOR DEMO

To see a secret preview of DWI's game, *Medal Of Honor*, enter △, △, ×, ○, ○, ○, □, × on the Password screen.

LEVEL PASSWORDS

Gorgon×, ×, △, □, □, ×, ○, ×
Dimensional Temple□, ×, △, □, □, □, ○, ×

Floating Fortress ○, ×, △, □, □, ○, ○, ×

Spirit Bog △, ×, △, □, □, △, ○, ×

Canyon Village ×, □, △, □, □, ×, △, ×

Creepy Caverns□, □, △, □, □, □, △, ×

Space Ship ○, □, △, □, □, ○, △, ×

Hall Of Patriots△, □, △, □, □, △, △, ×

Graveyard Of War ×, ○, △, □, □, ×, ×, □

Nuclear Mine□, ○, △, □, □, □, ×, □

Launch Centre ○, ○, △, □, □, ○, ×, □

Ulhaden Fier, ○, ○, △, □, □, △, ×, □

Garrison ×, △, △, □, □, ×, □, □

Inner Sanctum □, △, △, □, □, □, □, □

ALL WEAPONS

Enter △, △, ○, ○, ○, ×, □, × as a password.

INVINCIBILITY

Enter ○, ○, △, △, ○, ○, ×, □, × as a password.

SLED STORM

FOG MODE

By completing the first four stages and the next four fog stages in the Open tournament, Fog mode will be unlocked. This allows you to select races with poor visibility.

NIGHT MODE

After completing the two new tracks in Fog mode, you'll have to race all six courses in the dark. Night mode will then be unlocked.

EXTRA TRACKS

When Night mode has been activated, two more tracks will be available to race. Finish these and all four extra tracks will be opened in the other modes.

EXTRA VEHICLE

When the entire Open tournament has been completed, the Storm Sled will be given to your rider. This machine has maximum stats and is the best craft to use when competing in the Super Snocross event.

SNOW RACER '98

PASSWORD CHEATS

FREEZE All Free Ride slopes

the best playstation cheats

Search

any all phrase

The PlayStation Database

DATABURST

TIPS & CHEATS

Method 2 - We couldn't actually be bothered to try this one, but apparently if you play the game for 20 hours without switching the machine off, Soul Edge will appear in much the same way.

PLAY AS SOPHITIA!

Simply complete the Edge Master Mode with Sophitia, get the eighth weapon and then the next time you return to arcade mode, she'll be there.

PLAY AS SIEGFRIED!

Complete the Edge Master Mode with Siegfried and obtain his eighth weapon. The next time you enter the arcade mode, Siegfried will appear.

PLAY AS SOPHITIA!!

You basically have to complete Edge Master Mode, getting all 80 weapons.

PLAY AS HAN MYONG

First, Soul Edge must be available as a playable character - either by completing the game in Arcade mode with all ten fighters, or by racking up 20 hours playing time. Once he is, you need to complete Arcade mode with Hwang, then Seung Mina. Han Myong should now be unlocked. (You don't have to bother with alternate endings. You can also use continues and any game settings.)

CHANGING VOICE (JAP VERSION ONLY)

When the main title screen is displayed and you hear a gruff voice say "Soul Edge", it is possible to change the voice by holding L1 and L2 and pushing a direction on the joystick. Here are some examples:

L1 + L2 + Δ - A husky voice will say "Soul Edge" very slowly.

L1 + L2 + \diamond (or ψ) - Seung Mi Na will say "Soul Edge" very quickly.

SNAZZY OUTFITS

Costume #1 - \square

Costume #2 - \times + \square

Costume #3 - \circ

Costume #4 - Δ

Costume #5 - \times + Δ

ALTERNATE ENDINGS

All the commands must be entered when the screen returns to its full size during the end sequence.

Volto: To get him to break Soul Edge repeatedly press ψ , ψ whilst he is rubbing the sword on his cheek.

Mitsurugi: When facing Tanegashima the rifle man, step off line by pressing \diamond or ψ , then run forwards and use a \square slash to kill him before he reloads.

Rock: When Rock's flash back has finished and he is standing in front of Soul Edge, press Δ and he will return to America to be with Bangoo.

Taki: Pressing \times when Soul Edge flies towards her will allow Taki to capture the blades for her own use.

Sophitia: As Sophitia walks off through the woods, press \diamond to make her walk to pool so you can see her wash.

Siegfried: Whilst he is standing in front of Soul Edge, press Δ to get him to destroy the blade and return home to begin his penance.

Li Long: When Long falls to his knees, tapping \square and Δ rapidly will get him the strength to stand so that he can return to his wife.

Seung Mina: As her father raises his sword, press ψ , then ψ to dodge the blow. Mina will then do a runner from the family home on her wedding night.

Hwang: Press \square when Hwang reaches for Soul Edge and when he returns to Korea he will get a hero's welcome.

Cervantes: By pressing Δ when the final battle is over, Cervantes will take his own life to prevent the evil spreading.

FINAL WEAPON

When you complete Edge Master mode with a character, you won't get the last weapon in their collection - you will have to search the map for it. When the end text has finished, go back to the map screen and select 'move' from the

options and you'll move to where your final weapon is located. If you fail to complete the challenge on this location, the weapon will move again: keep choosing 'move' from the options until you complete a challenge first time and the final weapon will be yours.

CHANGE THE CAMERA VIEW

To do this, you'll need a Sony Multitap and a second controller. Plug the Multitap into any port on the PlayStation, and then plug the second controller into port two of the Multitap. Now battle away using the first controller, and then at any time during the fights, press R1 or R2 on the second controller and the camera perspective will be dramatically altered - there is even a first-person view for both characters! With some of the camera angles, you can use the directional pad to rotate the action; and by pressing \square or \times you can even zoom in and out.

RANDOM STAGE SELECT

To fight on random stages during the two-player versus mode, press and hold Select until each bout begins.

COLOUSEUM STAGE

If you go to the Game Option screen and set the ring size to 20M, you can fight in the secret stage.

SEUNG'S VOICE

Totally pointless, but did you know that when you boot-up the game, one out of seven times the voice that says "Namco" at the start will be Seung Mi Na's instead of the usual bloke?

CHANGE SOPHITIA'S SKIRT COLOUR

Select Sophitia in Arcade mode and hold down all three attack buttons while the battle is loading in.

SOVIET STRIKE

MISSION PASSWORDS

1: WORSTCASE

2: GRANDTHEFT

3: GROZNEY

4: CHERNOBYL

5: CIVILWAR

If you wish to start Campaign #4 with five lives, simply input the password:

NOSFERATU

PASSWORD CHEATS

Enter the following passwords after inputting the desired level code. They can all be used at once.

ELVISLIVES - Infinite choppers

DAVEDITHER - More powerful weapons

IAMWOMAN - Unlimited armour

MOUNTANDEW - Unlimited fuel

MIDNIGHOIL - Infinite ammo, fuel and invincibility

FUGAZI - Infinite ammo, fuel and lives

THEBIGBOYS - Infinite ammo, fuel and double damage

VULTURE - Double mileage (slow fuel depletion)

ANGRYLOCAL - Soldiers and hostages crowd round chopper

QUAKER - Enemies don't fire at you

STRANGELUV - Unlimited ammo

EARTHFIRST - Unlimited fuel

GHANDI - Helicopter is viewed as friendly by enemies

SPAWN

LEVEL SKIP

Pause the game, hold L1 + R1 + L2 + R2, and press Δ , \times , \square , \circ , \circ .

SHIELD

Pause the game, hold L1 + R1, and press Δ , Δ , \times , \times , \square , \square .

ALL POWER-UPS

Pause the game, hold L2 + R2, and press Δ , \circ , \square , \times , Δ , \times .

ALL ITEMS

Pause the game, hold L2 + R2, and press \times , \square , \circ , Δ , \square , \circ .

INVISIBILITY

Pause the game, hold L1 + R1, and press \square , \square , \circ , Δ , \times .

RESET PHYSICAL ABILITY

Pause the game, hold L1 + R1, and press \times , \circ , Δ , \square , \times , \circ .

RESET MAGIC ABILITY

Pause the game, hold L1 + R1, and press Δ , \circ , \times , \square , Δ , \circ .

ENERGY RESTORE

Press L1 + L2 during play to restore your energy - as many times as you like if you've entered the power-ups cheat above.

BONUS INTERVIEW

Play track 16 of the game disc in a standard audio CD player (or via the PlayStation audio menu) to hear an interview with Todd McFarlane (the creator of *Spawn*).

SPEEDSTER

CHEATS

Enter the following codes on the Speedster screen with the message 'PRESS A KEY'.

\times , ψ , Δ , ψ , R1, L1	Hidden Track
ψ , Δ , R1, \circ , L1, ψ	Reverse Tracks
Δ , \square , ψ , \circ , ψ , \times	Super Cham/ship
L1, R1, L1, \square , R1, ψ	Heavy Metal Cars
ψ , ψ , ψ , \times , \circ , \square	Performance Cars

SPEED FREAKS

COSWORTH

Once you have come first in all the Easy tracks on Tournament mode, you can race against Cosworth in Bonus mode - beat him and he'll become selectable in all race modes.

TETSUO

Come first in all the Medium tracks in Tournament mode and you'll get to challenge Tetsuo. Defeat him to make him selectable in all modes.

BEEMER'S CHALLENGE

Come first in all the Hard tracks in Tournament mode and you'll get to challenge Beemer. He drives the fastest kart in the game. Defeat him to make him selectable in all modes.

EXTRAS

By completing each Tournament in single-player mode, you'll unlock bonuses such as the Viewer mode and Time Attack Challenge. If you are good enough to get first in all the Tournament races, a whole host of extra characters and modes will be unlocked.

SPICEWORLD

GIANT GIRLS

On the menu where a Spice Girl walks across a planet, hold Start and press \circ , \square , \circ , \square . The code will be displayed to confirm correct entry.

NAKED GIRLS!

On the menu where a Spice Girl walks across a planet, hold Start and press \circ , Δ , Δ , \circ . The code will be displayed to confirm correct entry. Now reset the game by pressing L1 + L2 + R1 + R2 + Select + Start. You'll see an alternate title screen with the Spice Girls sitting naked behind chairs.

DANCE AROUND HANDBAGS

On the menu where a Spice Girl walks across a planet, hold Start and press \square , Δ , \circ , Δ . The code will be displayed to confirm correct entry. Enter the Television Studio to see the Spice Girls dance around their handbags! Some new moves will also be available in the Dance Practice studio (at the end of the sequence).

SECRET MESSAGES

On the menu where a Spice Girl walks across a planet, hold Start and press \circ , Δ , Δ , \circ . The code will be displayed to confirm correct entry. Then hold Start + Select and press \circ x4 for the first message. Re-enter the code to remove message, then hold Start + Select and press Δ x4 for second message. Re-enter code to remove it, then hold Start + Select

and press \square x4 for final message.

SPIDER

RECHARGE WEAPONS & ENERGY

Pause the game and enter the following code: Δ , \times , \times , \times , \circ , \times , \square , Δ , \times , Δ , \circ .

SHRINK

Pause the game and press: Δ , \square , \circ , Δ .

PASSWORDS

LABORATORY

Lab Floor 1

FMLC939GPR8F3BF7KT1

Sinks

CHMLC939GPR8F3LWGT53

Lab Top.....

86MLC939GPR8F3VF0554

Seventies Room

FW1MC939GPR8F3BF7KT1

FACTORY

Boxes

W1MC939GPR8F36DTTS3

Conveyors

BSRMC939GPR8F3VTKT1

Machine Room

WDRQC939GPR8F3LM8S95

Tubes.....

8WV5L939GPR8F36DTTS3

Mechanical Arm Boss.....

8WV5L939GPR8F3G1QJ84

CITY

Down The Street

9WV5L939GPR8F3LRT6S4

Side Of Building

6SX9S939GPR8F3LRT6S4

Park .W9PNT839GPR8F3B9LV53

Under The Street.....

N7KB3Y19GPR8F3V95HR5

Along The Street.....

N7KB3Y19GPR8F3GGK4T3

MUSEUM

Display Cases.....

P7KB3Y19GPR8F3BPGFC3

Volcano

G7KB3Y11GPR8F3BPGFC3

Dinosaur Bones

H7KB3Y10FPR8F3QXSDS4

Model City.....

J7KB3Y1GWPR8F31766D1

Temple

K7KB3Y1B15S8F3QXSDS4

Museum Boss.....

K7KB3Y1B15S8F3BTGBB4

SEWER

Wells V7KB3Y1B15S8F3QS7QC1

Along The Sewer

W7KB3Y1VBVP8F3LC1M95

Food Carton

X7KB3Y1VLN7BF31CH1C3

Up The Well

Y7KB3Y1VV16QF3Q57QC1

Ryan's World.....

Q7KB3Y1LDRDQ3VKCDT1

Evil Lab

Circuit Boards

Q7KB3Y1LDRDQ3LCQSR3

Lab Top.....

R7KB3Y11H56T1WTY4R4

Hard Drives.....

S7KB3Y11H56T1TCQSR3

Brian's Folly.....

T7KB3Y11H56T1FNY4R4

On The Ceiling

T7KB3Y11H56T1TC4LD1

Kip's Bonus.....

68KB3Y11H56T151P6C4

Brain Boss

68KB3Y11H56T1TMVM35

SPORTS CAR GT

ALL TRACKS & CHAMPIONSHIPS

At the 'Press Start' screen, press ψ , ψ , ψ , ψ , ψ , ψ , ψ , ψ , R2. You'll hear a sound if it's worked. This unlocks the extra tracks in Arcade mode, and all the race classes in Season mode.

ALL CARS

At the 'Press Start' screen, press ψ , ψ , ψ , ψ , ψ , L1, R2. You'll hear a sound if it's worked. You'll be able to select some extra cars in Arcade mode, and a lot more in Season mode.

BIG MONEY

At the 'Press Start' screen, press ψ , ψ , ψ , ψ , ψ , L1, \square . You'll hear a sound if it's worked. This gives you \$1.5 million to play with in Season mode.

SPYRO THE DRAGON

CRASH 3 DEMO

When the title screen is displayed with the 'Press Start' message, press L1 + Δ and the game will switch to a sneak demo of *Crash Bandicoot 3: Warped*, complete with a one-level playable demo.

99 LIVES

1. During play, press Start to access the menu and choose Inventory. Quickly press: \times 6, \circ , ψ , ψ , ψ , ψ , ψ , ψ .

2. When you continue the game, your lives will start increasing - up to a maximum 99.

OPEN ALL WORLDS

1. On the Inventory screen, quickly press \square , \square , \circ , ψ , ψ , ψ , ψ , ψ , ψ , ψ , ψ .

2. To access other worlds, go to the balloonist and skip through his dialogue to bring up the world menu.

STAR GLADIATOR

INVISIBLE WALLS

If you beat the game on any skill level, go to the options screen and a new option will have appeared that allows you to turn the invisible walls on or off. This means that there'll be no more Ring Outs.

FIGHTING IN THE DARK

Select your character normally, then press ψ + L2 + R2 and hold them until the fight starts.

FIGHT AS BILSTEIN

This cheat can only be accessed in one-player mode, but once it has worked you'll be able to access the character in two-player mode. On the character select screen, go to Hayato and hold Select. Now move to Gore and press \times , \circ , \times , \square , \square , \square , Δ ,

the biggest database of tips, cheats and codes in any magazine



You must first complete the game on any skill level for this to work.

During the stage load, simply hold Δ . The Invisible Walls option is on automatically, so you don't have to worry about ringouts. Every time you smack the opponent hard, they'll go flying miles and bounce off the walls!

STAR WARS: MASTERS OF TERAS KASI

MIDGET MODE

Hold Δ + X + Select + R2 when choosing your fighter and keep holding them until the fight starts.

ALTERNATE COSTUMES

Hold L1 at the character selection screen and select your character.

LEVEL SELECT

Select Chewbacca as a character, set the difficulty level to Standard, Player Change to No, and Continue to No. Complete the game in Practice or Arcade mode. Level select may now be accessed in versus mode: use L2 and R2 to choose the arena.

FIGHT AS A STORMTROOPER

Select Han Solo, set the difficulty level to Standard, Player Change to No, and Continue to No. Now complete the game in Arcade mode.

FIGHT AS DARTH VADER

Select Luke Skywalker, set the difficulty level to Standard, Player Change to No, and Continue to No. Complete the game in Arcade mode. Note: When playing as Darth, the secret Mara Jade character will appear instead of a mirror match.

FIGHT AS JODO KAST

Set Player Change to No, and Continue to No. Now defeat at least seven adversaries in Survival mode. Jodo has the same moves as Boba Fett.

FIGHT AS SLAVE LEIA

Select Princess Leia, set the difficulty level to Jedi, Player Change to No, and Continue to No. Complete the game in Arcade mode. You can now select Leia! (in skimpy slave costume) who has the same moves as the normal version.

BIG HEAD MODE

Select Vs or Practice mode. Hold Select after choosing a character and keep the button held until the match begins.

FULL SCREEN

Hold Select + L1 + R2 after choosing a character and keep the buttons held until the match begins.

STREET FIGHTER COLLECTION

PLAY AS CAMMY

Choose Vega in Arcade mode and finish the game in first place with a score of more than 50,000, then enter the letters CAM on the high score screen. When you select Vs mode, press Start three times when Vega is highlighted.

PLAY AS EVIL DUDE RYU

Choose Arcade mode and put the cursor on Ryu as normal, then press Start three times.

CLASSIC CHARACTERS ON STREET FIGHTER ALPHA 2

To play as the old-style street fighters (you nostalgic fool), select their Alpha counterparts and press Start twice on them.

PLAY AS AKUMA ON SUPER STREET FIGHTER

Chose Vs mode and press L1 + L2 + R1 + R2 when you have highlighted Ryu.

STREET FIGHTER ALPHA

COMPUTER-CONTROLLED DAN

Getting to fight a computer-controlled Dan is easy... and beating him is even easier. All you've got to do is win the fifth, sixth, or seventh match and hold Up + L2 + R2. Keep these buttons held down until the winning quote is displayed and then release. If this has

worked, you'll go to the next fight in the sequence and just before the blows start flowing, the immortal line 'Here Comes A New Challenger' will flash up on screen before you're whisked away to Dan's hidden location.

COMPUTER-CONTROLLED AKUMA

The twisted master can be accessed via two different methods. Firstly, you can try beating the game without losing a single round and also achieving a minimum of ten super combo finishes (that's ten victories with the 'S*' symbol displayed). Do this on any level higher than four and Akuma will stroll on and humiliate you after the final boss. Alternatively, try positioning your cursor over the character you wish to fight as on the character select screen and hold L2 + R2, then press and hold X. Hold the three buttons down until Akuma has pulverised your opponent, then fight.

SELECTING DAN

Go to the random select box on the character screen and hold L2. Now press the following code in sequence: Δ , \square , X, \square , Δ . If the code has worked, Dan will appear. To get Dan in his other strip, simply input the code backwards so it reads: Δ , \square , X, \square , Δ .

SELECTING AKUMA

During the character select screen, go to the random box and hold L2. Now press the following code in sequence: Δ , \square , X, \square , Δ (Δ = towards outside of character box). Akuma will appear as your character selection if the cheat has worked. To play as Akuma in his other strip, finish the code with X, instead of \square , Δ .

SELECTING M BISON

Go to the random box on the character select screen and hold L2. Now press the following code in sequence: Δ , \square , X, \square , Δ , \square , Δ (Δ = towards outside of character box). Alternatively, finish the sequence with X (instead of \square , Δ) to get the Bison in alternate colours.

DRAMATIC BATTLE

If you reckon you're the business at *Street Fighter Alpha*, this hidden game will test your might to breaking point. If you complete the game on any skill level higher than four, a new option called 'Dramatic Battle' will appear in the options menu. Plug in two controllers and have an able-bodied friend at the ready and you'll both take on Bison with Ken and Ryu. Fast, frantic and over nearly as soon as it begins, this battle sure is tough - especially seeing as both players share the same energy bar. Once you've obtained the Dramatic Battle option, save it to your memory card for evermore.

STREET FIGHTER ALPHA 2

WHITE DHALSIM & VEGA

Select Training Mode, choose Dhalsim or Vega, then start playing. Do the teleport move: at the instant the fighter disappears, press Start, go to the menu, highlight normal mode. Start again and your fighter will appear in white.

OLD-STYLE CHUN-LI

Hold down the Select button for five seconds before pressing one of the other buttons to select her.

FIGHTING TURBO AKUMA

To meet the Super Turbo Akuma character in arcade mode, simply battle through the game on any level setting and try to get at least eight Super Combo finishes before you reach the final match against your respective boss. Now, instead of fighting them straight away, the 'Here comes a new challenger' message will appear and Akuma will warp down onto that stage.

PLAY AS TURBO AKUMA

Highlight Akuma on the character-select screen and hold Select for a few moments. Now press the following sequence on the D-pad: Δ , \square , X, \square , Δ , \square , Δ , \square , Δ , and Δ - if you have followed this correctly your cursor should start and finish on Akuma. Now hold Select again and then push another button to select.

STREET FIGHTER EX PLUS ALPHA

(Japanese Version Only)

REVEALING HIDDEN CHARACTERS

Expert mode is the place to be, and completing the missions is the task at hand. For every time you complete a mission, you'll be given a certain number of points. As your points build, so does the characters available to you. The following is the points required, with the instructions telling you how to retrieve them:

Character	Points Needed
Evil Ryu	100
Evil Hokuto	200
Cycloid Gamma	300
Cycloid Beta	400
New Vega (M Bison)	600
New Garuda	800
New Gouki (Akuma)	1000

To select the 'New' Vega, Gouki or Garuda, move onto the appropriate character and hold Start (in Arcade Mode, the green gauge will vanish, and in the other modes the selection box will turn from white to yellow), then press any button. Now, these are the CPU counterparts that you have fought against before. Although similar to their 'Normal' counterpart versions, these guys inflict more, and take less damage.

When you have managed to get all seven characters, a barrel will appear; this keeps track of the missions completed. When you've performed 220 missions, the Options Plus menu will appear; in the options menu funnily enough! At first, there is only one option available, but as you complete the game in various ways, more options are revealed.

VS CPU GOUKI (AKUMA)

The Options Plus menu must be enabled for this to work. Set the 'Enemy' option to 'Plus'. You'll now be able to fight against CPU Gouki and Garuda; although you'll be unable to fight Dhalsim or Sakura.

Select a game on Arcade with any difficulty and settings. Now comes the tricky part: for eight missions straight, you must NOT lose a round. During the tenth round, Gouki will appear and take out Vega with his Blink Hell Murder Super Combo. You now fight Gouki, and even if you were to lose, you'll be able to continue, or even pick another character.

Unlike in previous *Street Fighter* epics, you can still reach Gouki with Gouki or CPU Gouki. Plus you can finish any which way you like. Whether it be a normal, super or time out. When the ever tough CPU Gouki is no more, the following options become selectable in the 'Option Plus' menu. They only apply to the Training mode:

Training Partner

Fix (normal) or move (2-player against you). Only works when 2-player jyoypad plugged in port 2.

Super Combo Gauge

Three (normal) or infinite (gauge never changes).

Super Cancel Limit

On (normal) or off (cancel similar super combos)

Otedanda

Off (normal) or on (opponent moves slower through air).

FIGHT CPU GOUKI BUG!

Following the steps above, when you

come to the match against Gouki, join the match on the second player side. Now, with the second player's fighter beat the crap out of player one. Then, before the 2-players vs CPU match commences, continue, pick a character and beat the second player. When the CPU battle finally begins, it will have reset to Battle 1. The match will still be against Gouki, but in Thailand! The next ten battles are against Gouki in other locations.

FIGHT CPU GARUDA

With any character, you must get two perfects and four super finishes before battle 10. On top of that, you must perform a level 3 super combo finish. If your character has a level 3 super (Gouki, Evil Ryu & Zangief), then that can be utilised.

Now, each character below must perform a combo at least once during the game that does the following number of hits:

Allen Snider & Darun Mister - 6-Hit Combo
Blair Dame, Cracker Jack, Ken, Pullum Purna, Ryu & Zangief - 7-Hit Combo
Guile, Hokuto, Kairi & Skullomania - 8-Hit Combo
Gouki & CPU Gouki - 9-Hit Combo
Doctrine Dark - 11-Hit Combo
Chun-Li - 12-Hit Combo
Garuda, CPU Garuda, Vega, CPU Vega, Evil Ryu & Evil Hokuto - 13+ Hit Combo

HIDDEN BARREL GAME (UK)

Highlight the Practice option on the mode selection screen and press Start. Then press Δ , \square , X, \square , Δ , \square , Δ . Select. A message will appear to confirm correct code entry. Select the Bonus option under Practice mode to play the bonus barrel game from *Street Fighter 2*.

CPU-CONTROLLED TEAM BATTLE ROUND

Select Team Battle mode. Hold L2 + Select at the 'Vs Loading' screen until the match begins. The CPU will control your fighter for this round.

Note: This code may only be enabled once per team battle.

VIEW HITS IN SURVIVAL MODE

Press Select at the Survival result screen to display the number of hits completed.

HIDING YOUR FIGHTERS

This little extra can often prove useful; because if you don't want your opponent to see what you're selecting, simply hold L2 down, then select your characters. When you release L2 they'll be replaced by question marks.

GOUKI'S (AKUMA'S) BEADS

Finish Gouki off with a Super Combo and his necklace will break off.

STREET RACER

SECRET CAR

By entering the 'Dougal' password, you'll have access to a brand-new hidden Rabbit car which has three new personalised tracks.

SECRET OPTIONS

By entering the 'TURDAY' password, you'll have access to a secret options screen which allows you to change the side of your car, turn the weapons on or off, remove the other cars, plus much more besides!

PASSWORDS

Silver TRAFIK
Platinum DOUGAL
Gold NEJATI
Super TURDAY

STREET SKATER

UNLOCK ALL GATES & MIRRORRED TRACKS

At the main menu, press Δ , \square , Δ , \square , Δ , R1, L1. If it's worked you'll hear a 'Yeah'.

ALL BOARDS

At the main menu, press Δ , \square , R1, R2, Δ , \square , L1, L2. If it's worked you'll

hear a 'Yeah'.

PLAY AS SARAH

At the main menu, press Δ , \square , Δ , \square , R1, R1. If it's worked you'll hear a 'Yeah'.

PLAY AS MICK

At the main menu, press Δ , \square , Δ , R2, L1, L2, R1. If it's worked you'll hear a 'Yeah'.

PLAY AS BONOBO

At the main menu, press Δ , Circle, Δ , \square , \square , \square . If it's worked you'll hear a 'Yeah'.

PLAY AS SAHO

Successfully complete Street Tour mode twice with Frankie.

SUPER PUZZLE FIGHTER II

HIDDEN CHARACTERS

All these can be discovered on the character-select screen. Note: They are selectable in all modes except Street Puzzle Mode.

PLAY AS AKUMA (GOUKI)

For Player 1: Move the cursor onto Morrigan, then hold Select and enter Δ , \square , Δ , \square , Δ , \square .

For Player 2: Move the cursor onto Felicia, then hold Select and enter Δ , \square , Δ , \square , Δ , \square .

PLAY AS DEVILOT

For Player 1: Move the cursor onto Morrigan, then hold Select and enter Δ , \square , Δ , \square , Δ , \square , and when the timer reaches ten seconds exactly, press \square .

For Player 2: Move the cursor onto Felicia, then hold Select and enter Δ , \square , Δ , \square , Δ , \square , and when the timer reaches ten seconds exactly press \square .

PLAY AS DAN

For Player 1: Move the cursor onto Morrigan, then hold Select and enter Δ , \square , Δ , \square , Δ , \square .

For Player 2: Move the cursor onto Felicia, then hold Select and press Δ , \square , Δ , \square , Δ , \square .

PLAY AS HSIEN-KO'S (LEI-LEI'S) SISTER

For Player 1: Move the cursor onto Morrigan, then hold Select, move the cursor one square to the right and press \square .

For Player 2: Move the cursor onto Felicia, then hold Select, move the cursor two squares to the left and press \square .

PLAY AS AMANDA

For Player 1: Move the cursor onto Morrigan, then hold Select, move the cursor two squares to the right and press \square .

For Player 2: Move the cursor onto Felicia, then hold Select, move the cursor one square to the left and press \square .

PLAY AGAINST CPU DEVILOT

Before you reach Stage 7, you must do all of the following, without continuing:

1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3. Have a maximum chain of four or more.

4. You must have a maximum Power Gem of at least 20 units.

PLAY AGAINST CPU DAN

Before you reach Stage 6, you must do all of the following, without continuing:

1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3. Have a maximum chain of four or more.
4. You must have maximum Power Gem of at least 20 units.

STAGE SELECT

After selecting your character, hold L2, R2 and Select, and choose your handicap. Then, whilst still holding L2, R2, and Select, press one of the following:

Ryu: Δ Chun-Li: Δ
Ken: Δ Sakura: Δ



Akuma: L1
Morrigan: Δ
Felicia: \square
Devil: R1

Dan: No Button
Donovan: \circ
Hsien-Ko: \times

SWAGMAN

INVINCIBILITY

Pause the game, then press:

$\circ, \square, \times, \Delta, \circ, \square, \Delta, \circ, \square, \Delta, \circ, \square, \Delta, \circ$

SYPHON FILTER

ALL WEAPONS & UNLIMITED AMMO

Pause during play, highlight the Weapons option, then hold Select + L1 + L2 + R2 + \circ + \times . (Or Δ + L2 + R2 + \circ + \square + \times on the NTSC version.) Note: Only the weapons normally available during the current level will become selectable.

LEVEL SELECT

Pause during play, select Options, and highlight 'Select Mission'. Then hold L1 + L2 + R1 + R2 + \square + \circ + \times . (Or Δ + R1 + L1 + Select + \square + \times on the NTSC version.) The entire list of levels will now appear.

ONE HIT KILLS

Pause during play, highlight the Objectives option, then hold Δ + L1 + R1 + R2 + \circ + \times . You'll hear Gabe say "Understood" if it's worked. Now you can kill the baddies with a single shot. (On the NTSC version, select Weapons and highlight 'Silenced 9mm'. Then press Δ + L1 + R2 + Select + \square + \times .)

HARD MODE

Highlight the 'New Game' option on the title screen, then hold L1 + L2 + R2 + \square + \circ + \times . (Or Δ + L1 + R2 + Select + \square + \circ + \times on the NTSC version.) You'll hear "Damn it" if it's worked. Now, when you go to the option to select difficulty, you'll be able to choose Hard level.

VIEW FMV

On the first level, enter the bar and shoot the guy in the small crates room. From there, smash and climb through the window and head down the passage to find the cinema (where you find the Sniper Rifle). Stand in the middle doorway and pause the game. Select Options and highlight the Sound (Mono/Stereo) option. Press and hold Select, \square , L2, R2, \times . Gabe will say "Got it" if it's worked. Unpause to enter the cinema. Go through the foyer and enter either curtained doorway to see the game's FMV sequences (\times skips movie, Start exits).

T'AI FU

MAP SCREEN CHEAT MODE:

Press R2, Δ , R2, Δ , \circ , Δ , \square at the map screen. A 'Cheats Enabled' message will appear.

Note: This cheat must be enabled before any of the following map screen codes can be activated:

LEVEL/BOSS SELECT MENU

Enable the Map Screen Cheat Mode. Then press R2, Δ , R2, Δ , \circ , Δ , \square , Δ , \circ , Δ , \square , L1 at the map screen.

STORY/STYLE SELECT MENU

Enable the Map Screen Cheat Mode. Then press R2, Δ , R2, Δ , \circ , Δ , \square , Δ , \circ , Δ , \square , L2 at the map screen.

CREDITS FMV SEQUENCE

Enable the Map Screen Cheat Mode. Then press R2, Δ , R2, Δ , \circ , Δ , \square , Δ , \circ , Δ , \square , R1 at the map screen.

IN-GAME CHEAT MODE:

Press R2, Δ , R2, Δ , \circ , \times , \square during play.

Note: This cheat must be enabled before any of the following in-game codes can be activated.

ALL STYLES

Enable the In-Game Cheat Mode. Then press R2, Δ , R2, Δ , \circ , Δ during play.

All kung fu styles will now be available.

FULL CHI

Enable the In-Game Cheat Mode. Then press R2, Δ , R2, Δ , \circ , Δ during play.

FULL HEALTH

Enable the In-Game Cheat Mode. Then press R2, Δ , R2, Δ , \circ , Δ during play.

INVISIBLE MODE

Enable the In-Game Cheat Mode. Then press R2, Δ , R2, Δ , \circ , R1 during play.

INVINCIBLE MODE

Enable the In-Game Cheat Mode. Then press R2, Δ , R2, Δ , \circ , R2 during play.

DOUBLE SIZE ENEMIES

Enable the In-Game Cheat Mode. Then press R2, Δ , R2, Δ , \circ , Δ during play.

Note: If entered when enemies are half size, this will return them to normal.

HALF SIZE ENEMIES

Enable the In-Game Cheat Mode. Then press R2, Δ , R2, Δ , \circ , Δ during play.

Note: If entered when enemies are double size, this will return them to normal.

CRAZY BLOOD

Enable the In-Game Cheat Mode. Then press R2, Δ , R2, Δ , \circ , Δ during play. Watch the blood gush when you hit enemies.

NINE LIVES

Enable the In-Game Cheat Mode. Then press R2, Δ , R2, Δ , \circ , \times during play. Your character will always have nine lives.

TEKKEN

EXTRA CHARACTERS

By completing the game with each of the eight standard characters, you'll earn yourself the opportunity to play the game as the respective character's sub-boss. Although some aren't great variations on the original character, it's still good for a laugh!

HEIHACHI MISHIMA

The final boss bloke is slightly harder to obtain. You must complete the game in under five minutes, 30 seconds without continuing.

DEVIL KAZUYA

To access Devil Kazuya in Arcade mode, you must complete the Galaga loading game with a 'Perfect'. To do this, you have to blast all eighth levels of the game without missing a single craft. To assist you, try blasting the first wave in less than 18.5 seconds to receive a duel-craft for double the firepower. You can also practice each wave by pressing Select after it has finished to repeat the stage again - however, by doing this, you won't be able to obtain the Devil.

DUAL GALAGA CRAFT

To obtain two Galaga crafts, press and hold Δ L1 Δ \times on the second control pad as you switch on your PlayStation. You won't be able to use this cheat for the Devil.

TEKKEN 2

CHOOSE A POSE

You can determine which of the two victory poses your character performs. After you've won a bout, press and hold \square or \times (right through the replay) to get the first; \circ or Δ to get the second.

MORE POSES

Six of the fighters have a third finishing pose after winning a fight: Law, Paul, Mitchell, Jack 2, P. Jack, Kunimitsu, and Kuma.

Simply hold both kick buttons down, from the moment you win the fight, right through the replay to the end.

FIRST-PERSON PERSPECTIVE

1. First of all you must obtain all the hidden characters in the game.
2. Go to the character-select screen.
3. Hold down the L1 and L2 buttons

and select your character in the normal manner.

4. Now your fighter will appear as a wire-frame model.

5. When the fight starts, the view will change to a first-person perspective.

BIG-HEAD MODE

1. Acquire all the hidden characters in the game.

2. Start again but hold down the Select button when you select your fighter.

3. Keep it held down until the round begins.

4. You should now see that your fighter's head has been blown up!

SKY MODE

If, having obtained all of the secret characters, you press Δ + Select when choosing a character, lo and behold you will enable SKY MODE! You must hold down this button combination until the fight actually starts, at which point you will hear a 'punch' sample to confirm that the cheat has been activated. Basically it allows you to fight *à la Mortal Kombat*, with certain uppercut moves resulting in your opponent flying high up into the sky. For some reason it works with sweeps as well.

Note: This particular cheat also enables Big Head Mode 1.

BIGGER-HEAD MODE

1. First perform the Big-Head Mode cheat.

2. If you're playing in arcade mode, hold down Select when you reach the continue screen.

3. Your head and arms will now be bigger than ever before!

4. If playing in Vs Mode, go back to the character select screen and hold Select again whilst choosing a fighter for the same effect.

PURPLE KAZUYA

1. All the secret characters must be accumulated first.

2. Start a new game and highlight Kazuya.

3. Now hold down Start while selecting him.

4. He'll now fight in his third, purple costume.

THOUGHT BUBBLES

1. Play in practice mode.

2. Leave your character alone for a while.

3. You'll now see thought bubble appear above his or her head.

OBTAINING KAZUYA MISHIMA

1. Acquire all the sub-bosses by completing the game using the ten original fighters.

2. Play through using a sub-boss.

3. Once completed, Kazuya will be added.

DEVIL & ANGEL

To obtain this duel character, Complete the game with Kazuya.

SELECT ROGER/ALEX

1. Get to the Devil or Angel...

2. Start a new game with any character and when you reach the third fight, defeat your opponent on the last round with only a particle of energy left.

3. If you do it right you will hear the word "Great" and the next fight will be against Roger or Alex. Beat them.

THEATRE MODE (JAPANESE VERSION ONLY)

View the Tekken 2 endings at your leisure!

1. Unplug the second controller.

2. You must have all the available characters stored in your memory card.

3. Load up the game. When the words 'Namco Presents' appear, press Δ , \circ , \times , and Select - holding the last four down when you press them. It's tricky as you need to enter this sequence quickly before the words disappear.

4. If unsuccessful, the game will load the normal opening intro. Try again.

5. If successful, you'll be taken to the Tekken 2 Theatre. Here, you can scroll down the list of FMV endings (and openings!) and play any one of them. Note: After about 10 seconds or so of inaction, this mode will exit automatically, so keep moving around if you plan to stay.

TAUNT OPPONENT (JAP VERSION ONLY)

When you have won a battle against your opponent, press Δ , \circ , Δ , \circ and your character will jeer in Japanese.

WIN WITHOUT FIGHTING (JAP VERSION ONLY)

Highlight Option mode and hold down R1, then tap \circ , \circ , Δ , \times , Δ , \circ , Δ .

Start a one-player game and when you begin the fight, hold R1 + L2 to automatically win the battle.

TEKKEN 3

SECRET FIGHTERS

Kuma
Complete the game in Arcade mode.

Julia
Complete Arcade mode twice.

Gun Jack
Complete Arcade mode three times.

Mokujin
Complete Arcade mode four times.

Mokujin is a wooden man/woman who randomly adopts the fighting style and moves of other characters.

Anna
Complete Arcade mode five times.

Bryan
Complete Arcade mode six times.

Heihachi
Complete Arcade mode seven times.

Ogre
Complete Arcade mode eight times.

True Ogre
Complete Arcade mode nine times.

Panda
Highlight Kuma on the character select screen and press \circ or \times .

Tiger
Complete Arcade mode with all 18 other characters (Kuma/Panda count as one). Then highlight Eddy at the character selection screen and press Δ .

Doctor B
Complete Tekken Force mode four times, then defeat Doctor Boskonovitch when he appears.

You can then select him in Arcade mode. His secret underground cave stage will also be unlocked.

Gon
There are two ways of obtaining Gon. You can either complete Arcade mode using Doctor B, or you can defeat Gon in the secret Tekken Ball mode. To use Gon in Arcade mode, move the cursor either left or right off the character select screen.

COSTUME CHOICE
Each fighter has two standard costume variations: press either punch button for one; either kick for the other. Obviously, if you both choose the same fighter in two-player mode, you'll automatically be given different costumes.

SECRET COSTUMES
Some of the fighters have a third costume, selected by pressing Start to choose them on the character select screen. However, to unlock secret costumes for each character, you have to play them a certain number of times in Arcade mode (without pausing and choosing 'Reset'). The quickest way is to set the timer to 20 seconds, battles to one round, and allow yourself to be defeated, then

choose not to continue.

Xiaoyu

To see her in school uniform, you have to play her 50 times in Arcade mode.

Jin

To make him don rugby-style top and stripy trousers (school uniform?), play him 50 times in Arcade mode.

Anna

She gets her high-fashion white outfit, complete with hat, after you've played her 25 times in Arcade mode.

GUN JACK

To see him in his earlier 'Jack-2' form, you only have to play him 10 times in Arcade mode.

SECRET INTROS

There are two alternative martial arts demonstration intros.

Finish the game with the ten main characters to view an intro with fighters demonstrating martial arts moves in their 2P costumes.

Obtain all the secret characters to see an intro with alternative fighters (Panda, Dr B, Heihachi etc) and costumes (Xiaoyu and Jin in school uniform).

TEKKEN BALL

View the endings of the ten main fighters to unlock this special mode, which lets you play a kind of beach volleyball using fighting moves!

THEATRE MODE

To unlock this mode, you have to view the ten main character endings. You can then view all the endings you've acquired so far.

To access the additional Sound and Disc options, you have to view all the endings for the extra fighters, including Tiger. Note that some characters have shared endings, so you only have to complete the game with one: Yoshimitsu/Doctor B, Kuma/Panda, Ogre/True Ogre.

The 'Sound' option allows you listen to all the music, while 'Disc' lets you insert the Tekken 1 or 2 disc to view the endings from the earlier games!

SCHOOL BACKGROUND

You must first acquire either Jin or Xiaoyu's school uniform by playing them 50 times in Arcade mode. Then select a two-player Vs game and choose the uniform by selecting and confirming Jin/Xiaoyu with Δ , BEFORE your opponent selects his fighter. They'll be fighting on a school yard background.

CHOOSE WIN POSE

After winning any bout, note which button you used for the final move. Then press and hold it to activate a particular winning stance. There are four poses for each fighter - one for each button (Δ , \square , \circ , \times).

TEKKEN

GEORGE STOBARD POCKETS

Press \square , \square , Δ , Δ , Δ , Δ , Δ , Δ whilst holding the R2 button on the item select screen. This will increase your carrying capacity to 99.

SECRET ITEMS

Press \square , \square , Δ , Δ , Δ , Δ , Δ , Δ whilst holding the R1 on the item select screen to unlock the secret items.

MORE GEAR

Press \square , \square , Δ , Δ , Δ , Δ , Δ , Δ whilst holding down L2 on the items screen. This gives you bottomless pockets.

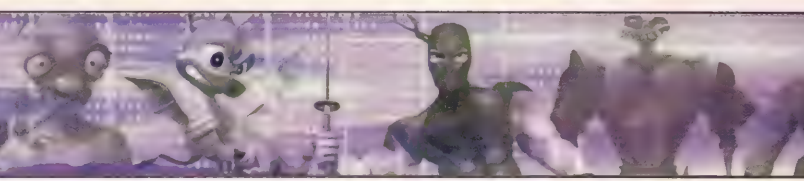
HEALING PROPERTY

Pause the game during a mission and press \square , \square , Δ , Δ , Δ , Δ , Δ , Δ to restore your character's health.

ACCESS ALL AREAS

On the mission selection map, press \square , \square , Δ , Δ , Δ , Δ , Δ , Δ whilst holding R1. All the missions in the

the biggest database of tips, cheats and codes in any magazine



game will now be available for you to play.

AYAME SEXY ARMOUR

1. Choose Ayame as your character. Go to the Inventory screen and use the Secret Items cheat: hold R1 and press □, △, △, △, △, △, △, △.

2. Release R1, then press □, □, △, △, △, △, △, △. If it's worked, the armour will automatically be selected.

3. Now press Start and have a good gander at Ayame's cheeks!

PATTERN SELECT

On the Select Stage map, hold L2 and press □, □, △, △, △, △, △, △. You can now select from different guards patterns.

DEBUG MODE

Pause during play, hold L1 + R2 and press △, △, △, △, △, △, △, △. Release L1 + R2 and slowly press L1, R1, L2, R2. The word 'Pause' should disappear, but the game will still be paused. Press Start to resume play, then L2 + R2 to make the Debug menu appear. You can use this to select a stage, heal yourself, charge items, edit enemy layouts (even clear them all), and more.

TWO PLAYER BATTLE

Enter the Debug Mode cheat: pause during play, hold L1 + R2 and press △, △, △, △, △, △, △, △. Release L1 + R2 and slowly press L1, R1, L2, R2. The word 'pause' should disappear, but the game will still be paused. Press Start to resume play, then L2 + R2 to make the Debug menu appear.

Select the Layout: Enemy option, then Add, choose any enemy, and assign it to Pad 2. Select Layout: Enemy again and choose Go. Run far enough away from your previous position so that when you return, the created enemy will have reappeared. It will now be controllable from controller 2, so you can have a two-player battle. You can even create several enemies in one go, to be controllable from Pad 1 and Pad 2, for mad team battles! Or you can create dogs for fighting, or cats and rats for racing.

TEST DRIVE: OFF ROAD

Enter the following driver names for extra tracks and cars:

FRIENDLY	Dirt track
SANDDUNE	Pharaoh's Curse track
CRAZY	Sand Trap track
ELITE	Under Construction track
SNOWMAN	Snowball Express track
ALLTRACK	All tracks available
FIFTY	Hot rod
LOWRIDER	Stock car
BEEFY	Monster truck
SPRINTER	4X4 buggy
DAVON	No Clipping Mode

TEST DRIVE 4

These codes can only be entered on the High Scores screen. And to do that, you must complete any track with a time that is fast enough to rank in the top 10 (check the high scores screen for times to beat).

Once you've finished a race, and the time you've achieved is fast enough to receive a high score you must quit the game. The loading screen will then come up and you will be able to enter your name. Or rather, you can enter one of the following cheats:

SAUSAGE - Open Secret Cars
KNACKED - Open Mirrored Tracks
WHOOOOSH - Turn Horn Into Nitro Acceleration
MJCIM.RC - Turn Cars (including opponents) Into Micro Cars

TEST DRIVE 4X4

ALL CARS & TRACKS
Hold Select and press L1, △, L2, △, L2, △, L1 x2 at the main menu.

SCHOOL BUS

Select Single Race or World Tour mode. Choose any vehicle, then at the transmission selection (AT/MT) screen, hold Select and press L1, △, L2, △ x2, L2 x2, R2. A noise will confirm correct code entry. Start the race and you'll be driving the bus.

ICE CREAM VAN

Select Single Race or World Tour mode. Choose any vehicle, then at the transmission selection (AT/MT) screen, hold Select and press R2, L2 x2, △ x2, L2 x2, R1. A noise will confirm correct code entry. Start the race and you'll be driving the ice cream van.

BLACK WIDOW TRUCK

Select Single Race or World Tour mode. Choose any vehicle, then at the transmission selection (AT/MT) screen, hold Select and press R1, L2 x2, △ x2, △, L2, L1. A noise will confirm correct code entry. Start the race and you'll be driving a pick-up with blacked-out windows.

VIEW PROGRAMMERS

Select the reversed Mojave track for a race (if you haven't unlocked it yet, use the All Cars & Tracks cheat). At the start of the race, turn around and drive in the wrong direction. Go to the right of that large sand dune and keep driving, through the false back wall, to find a secret cave. Drive to the far end to view an Accolade sign with all the programmers.

TEST DRIVE 5

UNLOCK ALL GAME MODES

Enter VRSIX as a name on the High Score screen. Cop Chase and other game modes will now be selectable from the Full Race menu.

Note: The quickest way to enter your name on the High Score screen is to win a Drag Race, then quit.

ALL TRACKS & CARS

Enter RONE, NTHREE, and MTHREE as names on the High Score screen. All the extra tracks will be unlocked (including the Micro Machines style Bez's Flat). The extra cars will be available in Single Race and Time Trial modes.

BONUS CARS

Enter NOLIFE as a name on the High Score screen. Chris's Beast, Behold The Mighty Maui, and Pitbull Special will now be selectable in Single Race and Time Trial modes.

VERY SHORT RACES

Enter FIESTA as a name on the High Score screen. Now start any race and it'll be over in seconds!

THEME HOSPITAL

NEAT & TIDY

When your hospital becomes full or dirty, save the game, then reload it. Doing this will get rid of all the rubbish and patients!

PASSWORDS

2.....	XOPIAAOPIX
3.....	OOAPXAOA
4.....	PIAOPIXAO
5.....	AOOXAOPI
6.....	PIAOOXAO
7.....	PIAOOXAO
8.....	XOPIAAOPIX
9.....	AOOXAOPI
10.....	PIAOOXAO
11.....	AOOXAOPI
12.....	OXOXOXOX

THEME PARK

INSTANT MILLIONS

Enter your nickname as BOVINE, then during play hold down O, □ and X for ten seconds to receive ten million dollars.

THREE LIONS

ALL SECRET TEAMS

On the Team Selection screen, press L2, △, R2, R1, L2, △. Highlight 'Europe' and press △ to find the Secret set of teams - all 14 of which can be selected.

TIGER WOODS '99

2X HILLIER TERRAIN

Select the Edit Name option on the Player Select menu and enter PUMPZ as a name.

4X HILLIER TERRAIN

Select the Edit Name option on the Player Select menu and enter MAXIMUMZ as a name.

DESTROY GOLF CART

Select Practice Facility mode and choose Driving. Hit the golf cart three times to blow it up!

TIME CRISIS

(Japanese Version Only)

EASY ARCADE MODE

Select the arcade mission from the main selection screen and then, on the next screen that allows you to choose between Time Attack mode or the Story mode, shoot outside of the screen. If the cheat has worked, you'll see the word 'Easy' appear over the Story mode option. Now select it and start playing and you'll now have five lives and a lot more time.

ALTERNATE RELOAD

Plug a standard control pad into port 2 of the PlayStation and then during the game you'll be able to press □, X, O, or △ to load down and reload instead of the gun button. You can even place it on the floor and use your foot!

CHEAT MODE

At the main screen, where you choose the three boxes, shoot one bullet into the middle of the loop of the 'R' in 'CRISIS', then two into the centre of the cross-hairs (next to 'TIME'). If you get it right you'll be taken to a cheat menu where you can choose nine lives, no reload, and infinite continues.

TOTAL 2

BIG PLAYERS/LITTLE PLAYERS

When selecting your character, hold L2, R2 and push the △ button. Now during the bouts, you can increase and decrease the size of your character by pressing L2 (shrink) or R2 (grow). This works on all modes except for Quest.

ALTERNATIVE COSTUMES

Press △ + △ when you select your character and they will enter the battle arena in a different set of clothes.

HIDDEN CHARACTERS

There are simply loads of secret characters in Total 2. Here's how you get to play as them:

Mufu - beat the game on easy mode.

Nork - beat the game on normal mode.

Udan - beat the game on hard mode.

Trix (Toriyama Robot) - beat the game on easy mode using a monster.

D Purple - beat the game on normal mode using a monster.

Red Zeppel - beat the game on hard mode using a monster.

Black Attacker - beat the game on easy mode without using continues.

Mono Eye - beat the game on normal mode without using continues.

Dark Elf - beat the game on hard mode without using continues.

Tri Horn - becomes playable after a certain number of replays are

saved.

Chocobo - beat Practice (1st) Dungeon.

Mark - beat Egyptian Ruins (2nd) Dungeon.

Dog - beat the Desert Spaceship (3rd) Dungeon.

Mark2 - beat the Castle (6th) Dungeon.

Totem 1st - see all ten endings on easy mode.

Totem 2nd - see all ten endings on normal mode.

Totem 3rd - see all ten endings on hard mode.

TOCA TOURING CAR CHAMPIONSHIP

CHEATS

Enter your name as the following for desired effect:

JHAMMO - Access All Tracks

CMGARAGE - All Vehicles

CMNOHITS - No Car Collisions

XBOOSTIME - Speed Boost

CMIMAYHEM - Maniac Drivers

CMLOGRAV - Low Gravity

CMCHUN - Karting Mode

CMRAINUP - Rising Rain

CMHANDY - Larger Hands

CMCATDOG - Raining Cats & Dogs

CMUPSIDE - Upside-Down View

CMFOLLOW - Following Camera

CMCOPTER - Helicopter View

CMMICRO - Overhead View

CMTOON - Cartoon Background

CMDISCO - Flashing Sky

CMSTARS - Starry Sky

PATSCREEM - Enables TOCA

Showdown Championship (on main menu), where circuits are reversed.

CODIES - On the Qualifying Times screen it says 'two players' and rubs

all the other drivers' names off, leaving them blank.

CMIMPOSS - Makes the game a whole lot harder.

TOCA TOURING CARS 2

CHEATS

These cheat codes must be entered on the name entry screen for Single Race. You will hear the announcer saying, "Cheat Mode Enabled."

CODENAME

MINICARS

PADDED

LUNAR

LONGLONG

PUNCHY

BANGBANG

TECHLOCK

BCASTLE

DUBBED

ELASTIC

TRIPPY

JUSTFEET

FASTBOY

DINKYBIT

NEW CHEATS

MECHANIC

BIGLEY

Special FX

Micro Machines

camera view

Bouncy barriers

Low gravity

Propeller

head championship

No kick out

of championship

Battle mode

Lock frame rate

during qualification

Bouncy crashes

OTT crashes

Stretch track vertically

Blur horizons

Wheels only

(no car body)

Faster

Oulton Park island circuit

All Cars

All Tracks

TOMBI

RESTORE HEALTH

Since the game does not save your health status, simply save, quit, then restart from the saved game file to restore health.

TOMB RAIDER

LEVEL SKIP

Enter this code once on the inventory screen:

L2, R2, △, L1, L1, O, R2, L2

Note: This works with the default control system (Type 1). If you're using one of the others, use the relevant alternative sequence...

Type 2: L2, R2, O, △, △, L1, R2, L2
Type 3: L2, R2, R1, △, △, L1, R2, L2

MAXIMUM WEAPONS

Enter this sequence in the inventory screen to make Lara sigh.

L1, △, L2, R2, R2, L2, O, L1

Now return to the action, then when you return to the inventory screen you'll see all those lovely weapons.

Note: If you have the NTSC version of the game, press R2 for L2 and vice versa. This code works with the default control system (Type 1). If you're using one of the others, use the relevant alternative sequence...

Type 2: △, O, L2, R2, R2, L2, L1, △
Type 3: △, R1, L2, R2, R2, L2, L1, △

TOMB RAIDER II

LEVEL SKIP

(Hold R2) Sidestep left (press ←), sidestep right (press →), sidestep left (press ←), walk back one step (press ←), walk forward one step (press →), (release R2) spin round at least three times (hold ← or →), then do a forward twisting jump [△ + □], then immediately press O.

FULL WEAPONS & AMMO

(Hold R2) Sidestep left (press ←), sidestep right (press →), sidestep left (press ←), walk back one step (press ←), walk forward one step (press →), (release R2) spin round at least three times (hold ← or →), then do a backward twisting jump [△ + □], then immediately press O.

EXPLODING LARA

This is no use whatsoever, but you get to see Lara blown into a thousand pieces! Hold R2 to sidestep left, right, then left again, walk one step forward, then back, rotate Lara three times (either way), and jump back.

TOMB RAIDER III

CHEATS

Simply enter these codes during play (don't pause).

ALL WEAPONS ETC

L2, R2 x2, L2 x4, R2, L2, R2 x2, L2, R2 x2, L2 x2, R2, L2 x2, R2
Lara will scream if it's worked! Your inventory will now have all the weapons plus lots of Medi Packs and Save Crystals. Re-enter the code for even more of these (and ammo).

LEVEL SKIP

L2, R2, L2 x2, R2, L2, R2, L2, R2, L2 x4, R2, L2, R2 x4, L2
Lara will say 'No' if it's worked. The screen will freeze for a second or so, then continue with FMV sequence (if there is one) and Statistics screen.

ALL SECRETS & KEYS

L2 x5, R2, L2 x3, R2, L2, R2, L2 x2, R2, L2 x2, R2, L2 x2
If it's worked, you'll hear Lara moan. Go to the Statistics screen and you'll have automatically collected eight secrets - even if there are less on the level! Move up from your weapons inventory and you'll also find every key needed.

FULL ENERGY

R2 x2, L2, R2, L2 x6, R2, L2 x3, R2, L2 x5

You can replenish Lara's health with this code - although it's easier to use a Medi Pack gained from the All Weapons cheat.

RACE TRACK KEY (LARA'S MANSION)

R2, L2 x3, R2, L2 x6, R2, L2 x5, R2, L2 x2

If you can't be bothered looking for the Race Track Key in Lara's mansion, enter this code to get it.

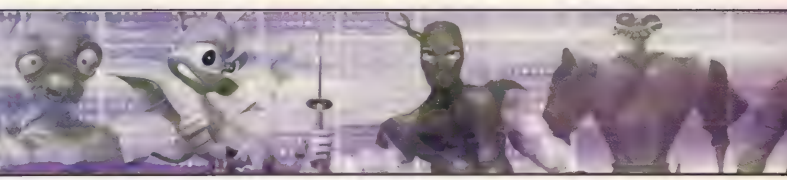
TRAINING LEVEL GUNS

Start a New Game, then use the All Weapons cheat. Now keep using the Level Skip cheat until you reach the globe to choose your next destination. Select London and drop off the ledge to kill yourself. Choose Exit To Title

DATABURST

issue **42**¹⁹⁹⁹ **PowerStation**

the biggest database of tips, cheats and codes in any magazine



Weather Update X, ⬆, ⬆, ⬆

EXTRA LARGE STADIUM
Go to the player creation screen and enter YELLOW STONE as a name. This will dramatically increase the pitch size and the height of the fences.

BIG HEADS & BATS

Select Single Game from the main menu. On the team selection screen, press ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆. If it has worked, you'll hear "Triple Play Baseball". When you start the game, the players will have big heads and bats.

TWISTED METAL

MULTI-CARS

If you want to have a real fight for your life, try out this password. It results in five cars all chasing you at once!

□, △, ○, □, □

HELICOPTER VIEW

To have a view from high up, use this password, then press Start + ⬆ on either the Arena or Rooftop stage. ○, ○, △, X, Space

INVINCIBILITY

There's no easier way to succeed in a game than by using this code.

□, △, X, Space (press ⬆), ○

INFINITE WEAPONS

Arm yourself to the hilt.

△, Space, □, ○, ○

FINAL LEVEL CHEAT

On the final level of the game, just after beating all three cars on the rooftop, quickly drive your car off the edge of the roof. While you're falling you should get the announcement of the fight with Minion and you'll be put back up onto the roof with full energy and all the weapons you started with!

PASSWORDS

Freeway level.....X, □, □, ○, △
River park level.....X, △, □, ○, ○
Cyurbia level.....X, □, △, △, △
Warehouse level.....○, ○, □, ○, ○
Rooftop final stage □, △, X, ○, X

TWISTED METAL 2

ADVANCED ATTACKS

⬆, ⬆, ⬆ - Freeze Blast (Blue ball, slightly homing)
⬆, ⬆, ⬆ - Napalm (Just like the normal pick-up weapon)
⬆, ⬆, ⬆ - Jump (Well, you jump!)
⬆, ⬆, ⬆ - Shield (The green dome of protection; lasts 3 seconds)
⬆, ⬆, ⬆ - Rear Attack (Fires the selected weapon behind your vehicle)
⬆, ⬆, ⬆ - Mine Attack (Drops one huge mine)
⬆, ⬆, ⬆ - Cloaking Device (Renders your vehicle invisible for three seconds)

EXTRA CHARACTER CODES

For two extra characters execute these codes at the car selection screen for a one-player tournament. Once done, you can select the extra cars in any other mode. These codes need to be re-entered each time you load the game.

⬆, L1, △, ⬆ - Adds Sweet Tooth to the character selection screen
L1, ⬆, ⬆, ⬆ - Adds Minion to your character selection screen

EXTRA LEVEL CODES

You'll need to execute these codes at the track selection screen for a two-player challenge match. If done properly you should hear a loud noise and the game will advance to the character selection screen. Like the Extra Character Codes, you'll need to re-enter these each time you load the game:

⬆, ⬆, R1, ⬆ - Rooftops Level (From the first *Twisted Metal*)
⬆, ⬆, ⬆, R1 - Jet Rider Level (Based on the game, *Jet Rider*)
⬆, ⬆, L1, R1 - Cyurbia Level (From the first game)

HOMING NAPALM

1. You must be holding three napalms (no more, no less).

2. Now fire one of them and keep the button held down.

3. While holding the fire button, enter this code: ⬆ ⬆ ⬆ ⬆ ⬆ ⬆ ⬆ ⬆ (keep the fire button held and try again if it doesn't work straight away).

4. You will receive about a dozen extra napalms which home in on enemies.

TRAIN BONUS

After destroying a train in the subway at Hong Kong, your next weapon will be twice as powerful.

SELL YOUR SOUL

To exchange all your weapons for increased health, during play press: ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆. 'Sell Your Soul' will appear at the top of the screen. The more weapons you give up, the more health you'll gain.

BACKWARDS FREEZE

When without ammo, press:

⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆

MINION'S SPECIAL

This can be done with any character, but you must have full advanced-attack power. Just hold R2 (machine gun) and press ⬆, ⬆, ⬆, ⬆

GOD MODE

Hold L1, R1, L2 and R2 and press ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆

INVINCIBILITY

Hold L1 and R1 then press ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆

UNLIMITED AMMO

Hold L2 + R2 and press ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆

MEGA GUN

Hold R2 and press ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆, ⬆

LEVEL PASSWORDS

AXEL
Los AngelesN/A
MoscowXAXX
ParisXAXX
AmazoniaXAXX
New YorkXAXX
AntarcticaXAXX
HollandXAXX
Hong KongXAXX
Dark ToothXAXX
GRASSHOPPER
Los AngelesN/A
MoscowXAXX
ParisXAXX
AmazoniaXAXX
New YorkXAXX
AntarcticaXAXX
HollandXAXX
Hong KongXAXX
Dark ToothXAXX
HAMMERHEAD
Los AngelesN/A
MoscowXAXX
ParisXAXX
AmazoniaXAXX
New YorkXAXX
AntarcticaXAXX
HollandXAXX
Hong KongXAXX
Dark ToothXAXX

MR GRIMM

Los AngelesN/A
MoscowXAXX
ParisXAXX
AmazoniaXAXX
New YorkXAXX
AntarcticaXAXX
HollandXAXX
Hong KongXAXX
Dark ToothXAXX

MR SLAM

Los AngelesN/A
MoscowXAXX
ParisXAXX
AmazoniaXAXX
New YorkXAXX
AntarcticaXAXX
HollandXAXX
Hong KongXAXX
Dark ToothXAXX

OUTLAW 2

Los AngelesN/A
MoscowXAXX
ParisXAXX
AmazoniaXAXX
New YorkXAXX
AntarcticaXAXX
HollandXAXX
Hong KongXAXX
Dark ToothXAXX

ROADKILL

Los AngelesN/A
MoscowXAXX
ParisXAXX
AmazoniaXAXX
New YorkXAXX
AntarcticaXAXX
HollandXAXX
Hong KongXAXX
Dark ToothXAXX

SHADOW

Los AngelesN/A
MoscowXAXX
ParisXAXX
AmazoniaXAXX
New YorkXAXX
AntarcticaXAXX
HollandXAXX
Hong KongXAXX
Dark ToothXAXX

SPECTRE

Los AngelesN/A
MoscowXAXX
ParisXAXX
AmazoniaXAXX
New YorkXAXX
AntarcticaXAXX
HollandXAXX
Hong KongXAXX
Dark ToothXAXX

THUMPER

Los AngelesN/A
MoscowXAXX
ParisXAXX
AmazoniaXAXX
New YorkXAXX
AntarcticaXAXX
HollandXAXX
Hong KongXAXX
Dark ToothXAXX

TWISTER

Los AngelesN/A
MoscowXAXX
ParisXAXX
AmazoniaXAXX
New YorkXAXX
AntarcticaXAXX
HollandXAXX
Hong KongXAXX
Dark ToothXAXX

WARTHOG

Los AngelesN/A
MoscowXAXX
ParisXAXX
AmazoniaXAXX
New YorkXAXX
AntarcticaXAXX
HollandXAXX
Hong KongXAXX
Dark ToothXAXX

TWISTED METAL 3 (US)

EXTRA ARENAS

Enter any of the following passwords, then start a Deathmatch game, choosing any level and vehicle.

□, □, □, ⬆, ⬆ Warehouse
⬆, ⬆, ⬆, ⬆, ⬆ Demo level
⬆, ⬆, ⬆, ⬆, ⬆ Club Kid's House

EXTRA CHARACTERS

Enter either of the following passwords to play as Minion or Sweet Tooth in any mode.

⬆, ⬆, ⬆, ⬆, ⬆ Minion
⬆, ⬆, ⬆, ⬆, ⬆ Sweet Tooth

CHEATS

Enter the following passwords for the desired effects.

□, □, □, □, ⬆ Alternate character
info pictures
△, ○, ⬆, ⬆ Unlimited ammo
L1, □, X, R1, Start God mode
△, ○, ⬆, ⬆ Increased weapon
damage
⬆, ⬆, ⬆, ⬆, ⬆ Giant Ricochet bomb
△, ⬆, ⬆, ⬆, ⬆ Enhanced homing

missiles

△, ⬆, ○, ⬆, Start 99 Freeze missiles

Select, Select, R2, L2, Start No pick-ups

Select, L1, Select, Start, ○ No health pick-ups

L1, Start, Start, Start, R1 No full healths in any mode

⬆, L1, ⬆, Start, △ CPU cars ignore health power-ups

⬆, ⬆, X, X, ⬆ Ice levels

Start, R1, L1, Start, StartAll pick-ups are homing missiles

Start, Start, L1, L1, L1 All pick-ups are napalm

Start, L1, Start, L1, StartAll pick-ups are power missiles:

⬆, ⬆, ⬆, ⬆, ⬆ Homing rain missiles

L1, R1, L1, R1, R1 CPU cars attack humans

X, ○, ○, ○, ○ Solo deathmatch

L1, L1, R1, R1, R1 Unlimited specials (after dying)

R1, R1, L1, L1, L1 Super napalm

UEFA CHAMPIONS LEAGUE

ELIMINATED TEAMS

Successfully complete the UEFA Champions League scenarios. Select Exhibition mode and an option for 'Eliminated Teams' will appear on the team selection screen.

UFO: ENEMY UNKNOWN

SAVE MONEY

One to two hours before the end of the month, transfer all of your scientists and engineers to another base. Since they are in transit they don't get paid.

EASY MONEY

This is an easy way to get millions of dollars. First go and investigate a crash site, then when you finish it, research Alien Alloys. Once it's researched, manufacture a lot and sell it all for a nice profit - it costs \$3,000 to make, but sells for \$6,400. Also, sell all but one alien corpse. After you research it, sell it and get \$20,000 for each one.

ULTIMATE DOOM

Level/Health/Armour/Weapons/Password/Title

02/125%/200%/All/
CR13WDD3DB/Plant
03/200%/200%/All/
3JUCMK8W64/Toxin Refinery
04/200%/200%/All/
03LTJ0Y02/Command Control
05/200%/200%/All/
H3311HFTHK/Phobos Lab
06/200%/200%/All/
04MSKZX921/Central

Processing
07/125%/200%/All/
YTLCLXXLV/Computer Station
08/200%/200%/All/
09SMBY04YW/Phobos Anomaly
09/200%/200%/All/
7KKBLD7V53/Demos Anomaly
10/100%/200%/All/
FM4217GSGJ/Containment Area
11/200%/200%/All/
H113WDGLDB/Refinery
12/200%/200%/All/
07QPDW26WY/Deimos Lab
13/350%/150%/12346/
WTXG9C3W12/Command Center
14/100%/200%/123456/
RBR4G1DLN/Halls of the

Damned
15/300%/175%/1236/
WTXG9C3W11/Spawning Vats
16/50%/75%/1234567/
548C7DFWYX/Hell Gate
17/100%/125%/1234567/
JOC89DZPQS/Hell Keep
18/100%/125%/1234567/
JGB9CTONRT/Pandemonium
19/100%/200%/All/
9QLTKRO102/House of Pain
20/100%/200%/All/
78M63GX921/Unholy Cathedral

21/200%/200%/All/
S161FHVQJG/Mt. Erebus
22/200%/200%/All/
33GHFTT6WY/Limbo
23/200%/200%/All/
VBGQPIY46/Tower of Babel
24/200%/200%/All/
ZYKTLW7V53/Hell Beneath
25/200%/200%/All/
0DJSM4HW64/Perfect Hatred
26/200%/200%/All/
LS5YPTCRKH/Sever the Wicked
27/200%/200%/All/
ZDJSMVRW64/Unruly Evil
28/200%/200%/All/
1YKTX4QV53/Unto the Cruel
29/200%/200%/All/
XKF6R8LZ97/Twilight Descends
30/200%/200%/All/
DXJ07Q4HTR/Threshold of Pain

UM JAMMER LAMMY

BONUS PARAPPA LEVELS

Complete the game, then return to the Stage Select screen. Press ⬆ until the bonus Parappa levels appear - basically the same as the normal ones, but with Parappa rapping instead of Lammmy playing.

PARAPPA & LAMMY TWO-PLAYER MODE

Successfully complete all of the bonus Parappa levels (see above). You'll now be able to have two-player contests between Parappa and Lammmy.

UNHOLY WAR

ALL PLAYERS

Select Mayhem mode and highlight the Set Teams option. Press ○ + □. Select x4, Start x3, □ x2, ○, ○ + □. 'All Players' will appear in the bottom right corner and Beta Razorfane and Super Prana Devil will now be added to the characters.

ALL LEVELS

Select Mayhem mode and highlight the Accept Teams option. Press ○ + □. Select x4, Start x3, □ x2, ○, ○ + □. 'All Levels' will appear in the bottom right corner. Dark Maze and Menhir Circle will now be added to the level selection screen.

UNLOCK WARS

Select Strategy mode and highlight the Set War option. Press ○ + □. Select x4, Start x3, □ x2, ○, ○ + □. 'All Maps' will appear in the bottom right corner. You can now select any war.

V2000

CHEAT CODE

Hold R1 and press ⬆ x2, □, ○, R2, ⬆, L2 during play - a sound will confirm correct code entry. Pause the game and move down to the bottom of the options menu to find the cheat selection.

COMPLETE LEVEL

During play, hold R1 and press □, ⬆, △, □, R2, L1, ⬆, ⬆.

CARGO

During play, hold R1 and press □, X, ○, △, R2, △, ⬆, ⬆.

REPAIRS

During play, hold R1 and press ⬆, ⬆, □, ○, R2, ⬆, △, L2.

V-RALLY

To activate the cheat mode, load the game and wait for the Infogrames logo to appear. Then quickly press:

⬆, ⬆, △, ○, ⬆, ⬆, △ + ○ (press the last two buttons together)

The phrase 'Lock Off' will appear to confirm correct code entry (and unlock all the Arcade tracks). Before the screen changes, press one of the following controller actions to activate the corresponding cheat function...

UNLIMITED TIME

Press and hold ⬆ + L1 to get infinite

the best playstation cheats

Search

any all phrase

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DATABURST
TIPS & CHEATS

time on Arcade mode.

NARROW TRACKS

Press and hold Δ + L2. The Arcade tracks are now narrower – as confirmed by the 'Narrow Tracks Loading' message before a race.

JEEP

Press and hold Δ + R1. A small Jeep will replace the Peugeot 106 Maxi. This cheat also activates the secret Rollercoaster track.

RESTART RACE

Press and hold Δ + R2 to allow an Arcade mode race to be restarted.

DEBUG MODE

Press Δ then Δ . Game debug information will be displayed. Press Start to access a 'Memory' option that displays more information.

ALL CHEATS

If you want the first four cheats active at the same time, simultaneously press and hold Δ + L1 + L2 + R1 + R2 when the 'Lock Off' message appears.

SECRET ROLLERCOASTER TRACK

Activate the cheat for the Jeep (see above), then select the 'Sweden 1' Championship track in Time Trial mode. The screen should say it's loading the '????' stages to indicate you've accessed the secret circuit.

V-RALLY 2**ALL CARS & TOURNAMENTS**

Go to the Game Options screen, then select Game Progression. Go to any grey box and press L1, R1, Δ , Δ , Δ , Δ , Δ , Δ , X + Select (at the same time). Now highlight any grey box and press X to unlock that car or tournament. Press X on the other grey boxes to unlock them all.

V TENNIS**SECRET CHARACTERS**

Mr Tonkin: When playing in normal mode, move the cursor over any player, then press L2, L2, R1, R1, R1, Δ , Δ x 4, O.

Mrs Tonkin: Hold L1, R2, Δ , Δ , then press O.

VICTORY BOXING**EXTRA HEADS**

Whilst competing in the main event, when you have fought and beaten Takeshi Hangman, The Champ and Alan Kidd, return back to the 'create your own boxer' mode (whilst keeping with the same gym you used to beat them), and the highlight the 'head' option. Now scroll off of the list available by either going left or right, and then the heads of the three boxers will be available for you to select.

SECRET FIGHTERS

If you beat The Champ and then successfully defend your title five consecutive times in each different fighting style, you'll reveal six new characters. They are as follows:

Peek-a-boo

Kiki & Mimi, Edward King

Detroit

Roboxer Beta 1, Carrie the Bunny

Open

Jack-in-the-Box, Snake

VICTORY BOXING 2**INSTANT WINS**

Line up the boxer you want to fight, hold L1 + L2 + R1 + R2 and press X. It should come up with a black screen with green 'Now Loading' rather than the trivia. Then press X and you'll hear a sound, then it will return to the training screen and you have the win without doing anything.

PLAY AS SECRET FIGHTERS

To play as Jackal, Dragon, John Summers, Gonzo, and Panther in Exhibition mode, you need to have a

champion saved onto your memory card, who beat all the secret character challenges. Go to the Exhibition and press Δ to load from memory card. On the Load Character screen, press Δ to return and the secret characters will be selectable.

VIGILANTE 8**CHEATS**

Choose any character on the Game Status screen and enter the passcode for the cheat you want – you'll hear a woman say "Funky!"

Big Wheels: MONSTER_WHEELS

Homing Missile Power-Up:

DEADLY_MISSILE

Low Gravity: REDUCE_GRAVITY

No Enemies: GO_SIGHTSEEING

Invincibility: I_WILL_NOT_DIE

View FMV: SEE_ALL_MOVIES

Select Same Vehicle (2P Mode):

SAME_CHARACTER

Expert Mode: HARDEST_OF_ALL

UNLOCK ALL ARENAS &

CHARACTERS

Enter the passcode:

WMNNWLHTSCUCLH

VR POWERBOAT RACING

Race With Single-Hulled Boats

Enter the password PLA

Race In Champion Edition

Enter the password CUP

Race With Large Heads

Enter the password DEFORM

Large Boats

Enter the password LARGE

Small Boats

Enter the password COMPACT

Long Boats

Enter the password LONGONE

Extra Speed

Enter the password SPEEED

Go Faster

Enter the password ZOOO00M

Turbos Collected Automatically

Enter the password HELP.ME

Minnow-Class Catamarans

Enter the password MIN

Pike-Class Catamarans

Enter the password IKE

Barracuda-Class Catamarans

Enter the password CUD

Slalom Level

Enter the password L.R

Mine Level

Enter the password U.G

WARCRAFT II**CHEAT CODES**

Simply pause the game and enter them on the password screen.

WIN LEVEL

NTTSCINS

Automatically completes the current mission (after a few seconds).

LOSE LEVEL

YPTLWRM

INVINCIBLE FORCES

TSGDDYTD

Your units cannot be harmed in battle.

MORE GOLD, OIL & TIMBER

GLTRING

Gives you lots more resources.

BUILD MORE THINGS

DCKMT

Lets you build more stuff from start.

FAST BUILDING

MKTS

Buildings and units are created in mere seconds.

MAP CHEAT

NMCRN

See entire level map from the start.

ALL SPELLS & FULL MANA

Enter VRYLTTL as a password to get all

spells without having to research them,

and infinite Mana.

COMPLETE GAME

Enter THRCNBNL as a password to

view the end-of-game screen.

+5,000 OIL

VLDZ (Repeat as many times as you

like.)

FAST WOOD CHOPPING

HTCHTXNS

DISABLE COMPLETE VICTORY

NVRVNNR

PASSWORDS**TIDES OF DARKNESS – HUMAN**

1 – HillsbradHLLBRD

2 – Ambush Tarren MillMBSHTM

3 – SouthshoreHSTHSH

4 – Attack On Zul'DareTTCNZ

5 – Tol BaradHTLBRD

6 – Dun AlgalzDNLGZ

7 – Grim BatolGRMBTL

8 – Tyr's HandTYRHND

9 – Battle At DarrowmereBTLD

10 – The PrisonersPRSNRS

11 – Betrayal And The Destruction

Of AlteracBTRYLN

12 – Battle At CrestfallBTLTLC

13 – Blackrock SpireSSTHNS

14 – The Great PortalGRTPRT

TIDES OF DARKNESS – ORC

1 – Zul'DareZLDR

2 – Raid At HillsbradRDTHLL

3 – SouthshoreRCSHNS

4 – Assault On HillsbradSSLTHN

5 – Tol BaradRCTLBR

6 – The BadlandsBDLNS

7 – The Fall Of StromgardeFLFSTG

8 – Caer DarrowRNSTNT

9 – Tyr's HandRZNGFT

10 – StratholmeDSTRCT

11 – Quel'Thalas FallsQDRSSQ

12 – Tomb Of SargeraTMBFSQ

13 – Siege Of DalaranSGFDLR

14 – Fall Of LordaeronFLFLR

BEYOND THE DARK PORTAL – HUMAN

1 – Alleria's JourneyLLRSJR

2 – Battle For NethergardBTLNFR

3 – Into The BreachNCMRNT

4 – Beyond Dark PortalBYNDTH

5 – The Shadows SeasSHDWSS

6 – Fall Of AuchindounFLFCH

7 – DeathwingDTHWNG

8 – Coast Of BonesCSTFBN

9 – Heart Of EvilHRTFVL

10 – Battle Of HellfireBTLHFL

11 – Laughing SkullDNCFTH

12 – Bitter TasteBTRTTS

BEYOND THE DARK PORTAL – ORC

1 – Slayer Of ShadowmoonSLYFR

2 – The Skull Of Gul'danSKLLFG

3 – ThunderlordTHNDRL

4 – The Rift AwakenedRFTWKN

5 – DragonsDRGNSF

6 – New StormwindNWSTRM

7 – The Seas Of AzerothSSFZRT

8 – Assault On Kul TirasSSLTNK

9 – Tomb Of SargerasDPTMBF

10 – AlteracLTRC

11 – The Eye Of DalaranYFDLRN

12 – The Dark PortalDPDRKP

SKELTON SURPRISE

When playing as Ogres, cast the Raise Dead spell on any fallen comrades or enemies. Then load the skeletons onto a transport and leave them there for a fair while. When you re-examine them later, they'll look different. Now when you unload them, they'll turn randomly either into a building or the original creature.

WARHAMMER: DARK OMEN

If your fighters are finding it tough, input the following cheats to gird you in your task.

VIEW FMV

On the main menu screen press:

Δ , L1, O, L2, Δ , R2 – for the

Black Grail

R1, Δ , R2, R2, Δ , R1 – for

Carnstein and Jewel

R2, Δ , R2, Δ , Δ , Δ – for the

Hand of Nagash

O, Δ , O, Δ , R1, R2 – for Liber

Mortis

L2, Δ , Δ , Δ , R1, R2 – for Victory

R1, L2, Δ , Δ , Δ , R2 – for Long

March

Δ , Δ , Δ , Δ , R1, R2 – for the

credits

CHAPTER SKIP

On the main menu options screen press R2, R1, L2, R2, R1, R2. Press 'resume' to activate.

BATTLE CHEATS

On the deployment screen press

Select, then press:

R1, L2, L2, R1, R2 – to skip

battle

R1, L1, R1, L2, R1, R2 – extra cash

R1, L1, R2, R2, R1, R1 – touch of

death

'Resume' activates the cheats.

WARHAWK

(' ' = space)

Δ O Δ X O Δ Preview epilogues

O X Δ X X O XSpecial upgrades

Δ Δ Δ O O O Warhawk A-La-Mode

X X O Δ Δ X XInfinite weapons

O Δ Δ X O X OThor mode

X O X O Δ Δ Kali mode

Δ O O X OPreview the movies

O O O Δ O Δ Face-to-face with

Kreel

O X O Δ X OKreel's door is open

O X O Δ Δ Above 3rd force

field

O O O Δ Δ XAbove 2nd force

field

O O O Δ O XAbove 1st force field

O O O X O XStormland

O X O O O OIn with the

gatekeeper

O X O O Δ XWest gauntlet boss

X O O X O XEast gauntlet boss

O X O O O XGauntlet level

O O O O X OVolcano bossactive

O O O O X OVolcano level

X O X O O XAirship rear hangar

is open

X O O X O XPost-transformation

airship

X O X O O OAirship level

O X O O O OApproaching Uma

O O O O XIn the canyon with

Crystal

O O O O O OIn the canyon with

Belle

O O O O O OIn the canyon with

Amber

O O X O X OCanyon level

Δ O X O X ODesert is all but

done

Δ O X O X OPyramid has risen

Δ O X O X ODesert level

WARGAMES**WOPR LEVEL SELECT**

Select two-player WOPR

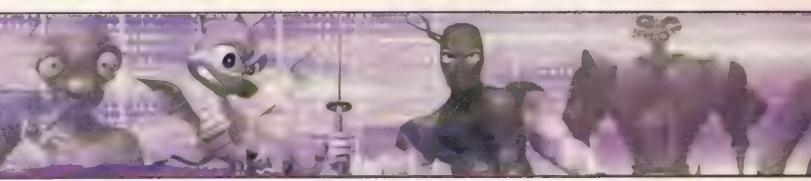
Cooperation mode. Highlight Level

2, then enter the password:

O X O

O X O

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selectable: The Graveyard, Spaceship, Circus, Hive, Turbo, Wonderland, Boudoir, Hall Of Mirrors, Reck Room, Psychodelic, Disco, Jungle, 1984, Quark, and Texas.

YMCA DANCE
Select the Disco ring, then press L2 during the fight to make both wrestler do the YMCA dance. You can actually use this to win a match: throw your opponent out of the ring and press L2 when he stands until time runs out!

SWELLING HEADS
Press L1 x7, L2, Select on the options screen. A sound will confirm correct code entry. The heads of each wrestler will swell with each hit.

BIG HEAD MODE
Press R1 x7, R2, Select on the options screen. A sound will confirm correct code entry.

BIG HEADS, HANDS & FEET
Press R2 x7, R1, Select on the options screen. A sound will confirm correct code entry.

SPECIAL ENDING
Complete the game using one of the programmers for a special FMV credits ending.

WCW/NWO THUNDER

UNLOCK ALL WRESTLERS
On any of the menu screens, press R1 x4, L1 x4, R2 x4, L2 x4, Select to hear a sound. You can now select from all 64 standard wrestlers, plus 64 extra ones including girls, programmers, and various animals!

Alternatively to individually unlock each wrestler's hidden counterpart, highlight him on the character select screen and press R1, L2, R2, L1, R1, L2, R2, Select. (To unlock each wrestler's counterpart without cheating, you have to win any championship with him.)

ALTER MIGHT
On any of the menu screens, press L2 x4, R2 x4, L1 x4, R1 x4, Select to hear a noise. You can now alter the power of each wrestler's body parts by press L1, L2, R1, or R2. Note that red means weak, while green equals strong.

UNLOCK ALL RINGS
On any of the menu screens, press L1, L2, R1, R2, L1, L2, R1, R2, Select to hear a noise. You can now select from lots of extra rings on the Options screen.

Alternatively, on the Options menu, press R1, R2, R1, R2, Select to advance to the next ring. Or L1, L2, L1, L2, Select to scroll backwards through them.

BIG HEAD MODE
On any of the menu screens, press R1 x7, R2, Select to hear a noise.

BIG WRESTLERS MODE
On any of the menu screens, press R2 x7, R1, Select to hear a noise.

CAGE FOR ANY MATCH
Enter the Options screen, highlight the 'Random' ring selection, then enter the Change Ring code: press R1, R2, R1, R2, Select. 'Cage' will now appear as the selected ring and can thus be used for any type of match.

DANCING WRESTLERS
Enter the Unlock All Rings code on the Options screen (press L1, L2, R1, R2, L1, L2, R1, R2, Select), then choose the USO ring to have dancing wrestlers. Pressing buttons and performing basic throws/grapples activates various jive moves!

TONS OF WEAPONS
On the Options screen, select the Turbo ring, then change the Weapons to 'Tons'. To use this

option on other rings, use the Change Ring code (R1, R2, R1, R2, Select) instead of the D-pad to choose another ring.

WCW VS THE WORLD

HIDDEN FIGHTERS
By beating the eight bosses in the game, they're added to the list of playable fighters and can be used in any mode except the league challenge.

First, do a league challenge and fight with a JR class wrestler. Win all six divisions with the same guy and you will fight a boss. In WCW it's Jeff Jarret. There are others such as Major Tom, Steel Talon, and Grizz Lee.

If you win all six divisions there will be a new division called Super JR. Win in that and the penultimate hidden fighter is Jaguar.

Then go on and do the same thing with a heavyweight class. You will fight the same bosses through the six divisions. Winning them all reveals a new Super Heavy division whose boss is The Giant - the final hidden fighter.

OLD 'UNS
To fight as the old Hogan or the old Sting, press Start (instead of X) to select them. Do the same for Masahiro Chino and he'll fight with an NWO shirt on.

WILD 9

CHEAT CODES
Pause the game to enter these codes. If you get it wrong and go into a spin, you'll have to quit and start again.

Full Energy - R1, Δ, L1, ⇐, Δ, O, X
Longer Red Beam - ⇐, ⇐, ⇐, O, ⇐, O, O

Ten Bombs - X, O, R1, ⇐, Δ, X, Δ

UNLIMITED LIVES
On the Craterscape level, take the extra life located behind the pillar on the bridge at the start. After your lives have increased, press Start, Select, then quit to return to the title screen. Select 'Start' and 'Continue Current Game' to restart the Craterscape level, where you can collect the extra life again from the pillar. Repeat this process to accumulate as many lives as you want.

UNLOCK LEVELS
Pause game and press ⇐, ⇐, ⇐, R2, ⇐, ⇐, X.

RESTORE HEALTH
Pause game and press R1, Δ, L1, ⇐, Δ, O, X.

WING COMMANDER IV

SCENE SELECT
When you get to the game copyright screen, enter the following code: ⇐, ⇐, ⇐, ⇐, R2. You can now select any scene in the game by pressing R1 or R2.

CHEAT KILL
With the Scene Select cheat on, you can kill any ship with just one shot by pressing L1 + L2 + ⇐.

WING OVER

PLANE SELECT
On the Game Mode screen, press ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, X, Δ. All planes will now be accessible in Free Game mode.

WIPEOUT

ACCESS RAPIER CLASS
If you are unable to succeed at the Venom class and experience the extra thrill of Rapier, then do the following to get straight to the speedier action. Hold tight!
1. Highlight One Player on the

startup screen.
2. Hold down all of the following buttons: L2, R2, ⇐, Start and Select.

3. Keep holding them and press the X button. This should take you to the class screen. Now you can get down to some serious racing!

HIDDEN TRACK
This is a top cheat to allow you to get another track called Firestar. You would only normally get it by completing all the tracks in the Rapier class. Well now you don't need to. It's fast, bendy and pretty darn fun!

1. Highlight One Player on the startup screen.
2. Hold down all of the following buttons: L1, R1, ⇐, Start, ⇐ and O.
3. While still holding the above, press X.

TURBO START
Is achieved by having the red rev bar on the second line from the end when the announcer says "go". The best way is to press accelerate as the orange light comes on or in the middle of the announcer saying "one".

REPEAT LAP
In a race if you hit one of the air brakes hard and steer that way to do a 180° turn whilst crossing the line, the game will ignore that lap and let you do another one, enabling you to catch up with the leaders.

WIPEOUT 2097

CHEATS
The following three cheats are accessed on the opening options menu (the one from where you select the mode, team, and track) by keeping L1, R1 and Select held down. The rest are accessed whilst in a race.

PIRANHA SHIP
Keeping the aforementioned buttons held down, press: X, X, X, X, O, Δ, and ⇐. Now go to the team select and you'll instantly be rewarded with the inclusion of the Piranha ship - a state-of-the-art craft that is perfect in every respect.

PHANTOM CLASS
Hold down L1, R1 and Select and press Δ, Δ, Δ, O, O, and ⇐. Now go to the track select and you'll notice that the extra-hard Phantom class is now available to race on.

TRACK CHEAT
Keep L1, R1 and Select held down and press ⇐, O, Δ, O, and ⇐. This cheat allows you to race on each and every track in the easy Vector class - giving you every opportunity to practise and perfect the multitude of circuits at a speed that is altogether easier to handle.

MACHINE GUN
Pause the game at any time during a race and hold L1, R1, and Select. Then press ⇐, O, X, ⇐, O, X, and Δ. When you unpause the game again, you'll see a blinding green flash to indicate that the cheat has worked. Now by pressing the fire button, you'll activate a newly installed machine gun on your craft.

INFINITE ENERGY
You'll never have to slip into the restoration lane again by activating this essential trick. Simply pause the game at any time during a race and then hold L1, R1 and Select. Now with those buttons held, press Δ, X, ⇐, O, Δ, X, ⇐, and O. Unpause and you'll be instantly invincible.

INFINITE TIME
Pause the game at any time during a race and hold L1, R1 and Select. With those buttons held, press Δ, ⇐, O, X, Δ, ⇐, O, and X. Then

unpause to activate the cheat.

INFINITE WEAPONS
During a normal race, pause the game and hold L1 + R1 + Select. Then whilst they are held, press X, X, ⇐, ⇐, O, O, Δ. Unpause the game and you should see a green flash. Now whenever you use a weapon, you should have it replaced straight away. You can toggle through the various weapons by pressing the 'drop weapon' button.

FARMYARD ANIMAL MODE
Switch on the PlayStation with the disc inside and hold L1, R2, Select + Start until the title screen is displayed that says 'Start'. Then take your finger off Start and press it again to go through to the main options screen with team and craft selection on it. The craft sprites will have changed into various farmyard animals!

PASSWORDS
Challenge I:
⇐, O, ⇐, Δ, O, Δ, Δ, O, ⇐, ⇐, ⇐, X, ⇐.
Challenge II:
⇐, O, ⇐, Δ, O, Δ, X, ⇐, X, Δ, Δ, X, O, O.

WIP3OUT

FOUR-PLAYER LINK-UP MODE
1. You need two PlayStations, two TVs/monitors, two copies of Wip3out, and a link cable. Use the latter to link the machines, then load up the game on both.

2. On each machine in turn, select Options, Game Setup, Default Names, and Default Name Player One. Enter your name as LINK - the screen will flash to confirm the cheat has worked.

3. Return to the main Options screen, where you'll now find a new option, called Establish Link.

4. Select the Establish Link option on both machines - the first one to select it will be the Master machine; the second the Slave.

5. Choose the number of players (two per machine for four-player action), then Single Race or Eliminator Mode (on the Master machine). For Single Race, choose Class and Track. Once all the players have select their vehicles, the race will start.

6. In four-player mode, just your four vehicles will be lined up on the grid. In two-player mode, you'll both be racing against CPU opponents - as in split-screen mode, but each with a full-screen view.

ALL TRACKS

From the Options screen, select Game Setup, then Default Names. Enter the Player One name as WIZZPIG. If you've entered it correctly (using 'end' as the last letter), the screen will flash. Now start a Single Race and you'll be able to race all eight tracks.

ALL VEHICLES
From the Options screen, select Game Setup, then Default Names. Enter the Player One name as AVINIT. If you've entered it correctly (using 'end' as the last letter), the screen will flash. Now start a Single Race and you'll be able to choose from all eight vehicles.

UNLOCK PHANTOM CLASS
The hardest racing class can now be unlocked with ease. From the Options screen, select Game Setup, then Default Names. Enter the Player One name as JAZZNAZ. If you've entered it correctly (using 'end' as the last letter), the screen will flash. Now start a Single Race and you'll be able to choose Phantom class.

FOUR-PLAYER LINK-UP
1. You need two PlayStations, two TVs/monitors, two copies of

Wip3out, and a link cable. Use the latter to link the machines, then load up the game on both.

2. On each machine in turn, go to the Options screen and hold Start, then press O to make a new 'Establish Link' option appear.

3. Select the Establish Link option on both machines - the first one to select it will be the Master machine; the second the Slave.

4. Choose the number of players (two per machine for four-player action), then Single Race or Eliminator Mode (on the Master machine). For Single Race, choose Class and Track. Once all the players have select their vehicles, the race will start.

5. In four-player mode, just your four vehicles will be lined up on the grid. In two-player mode, you'll both be racing against CPU opponents - as in split-screen mode, but each with a full-screen view.

WING OVER 2

EXTRA MONEY
Make extra 5,000C money without doing Missions. On the Main School screen, press ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, Δ. Each time you enter the code, you get more money.

SMALLER PLANE
Make your aircraft shrink by 10%. On the Main School screen, press ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, ⇐, Δ. Each time you enter the code, you reduce the size of the plane.

MISSILE PLANE
To get the secret 'Missile Plane', you have to kill 50 opponents in Hangar mode. Try it on Easy difficulty level.

WORLD CUP '98

WORLD CUP CLASSICS
To activate this mode, you need to win the World Cup with any team. You can then replay the first-ever World Cup Final, with classic kits, old-style ball, and commentary by Kenneth Wolstenholme. Win this match to activate the next classic final and repeat the process to get them all.

WORLD LEAGUE SOCCER '98

PROPER PLAYER NAMES
This only works for the English teams, but you can change their player names to authentic ones - so no more of that 'Teddy Sherry' and 'Paul Shales'.

Go to the Options and select Player Editor. Choose English League, then any team. Now edit any player's name and change it to 'TEAMTWO'. Click on it to make a new 'Default 2' option appear. Click on the latter to bring up the real names for that team. To change the names in all the other English teams, click on 'Back To Teams', then on 'Default 2' in that menu. As well as appearing correctly on screen, the commentator will now pronounce the proper names during play.

WORMS

SHEEP AND BANANA BOMBS
When at the weapon select screen, simply press ⇐ and X eight to 10 times and you should then gain access to both the big banana bombs and exploding sheep. Woohoo, what a fruity/lamby combination!

EXPLODING SHEEP
Go to the Worms Option screen, then go onto the Weapons Option Screen. Move the cursor away from the Exit logo and press these

start: WCW/NWO THUNDER

the best playstation cheats

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any all phrase

The PowerStation Database

DATABURST

TIPS & CHEATS

buttons: X, □, □, X, □, □, X, □, □.

WRECKIN' CREW

UNLOCK EVERYTHING

Enter the password screen and input the following sequence to reveal all: □, ○, □, △, △, □, □, □, X, ○, ○, ○, △, □, □, X.

WWF ATTITUDE

RANDOM CHARACTER

Press R1 at the character selection to randomly select a fighter from the list.

HIDDEN FIGHTERS & CHEATS

Unlike the secrets in *WWF Warzone*, these are opened up by playing through the main Career mode of the game with any character. As you fight your way through the calendar, you'll take part in various Pay-Per-View events - if you win the fight you're in, a cheat will be opened up for you (accessed via the main menu Cheats option)...

UNLOCK SABLE, MARVELOUS MARK MERO, AND TRAINER

Win the European Belt at In Your House

UNLOCK KURRIGAN & GODFATHER, NEW CUSTOM STUFF, & SQUEAKY CHEAT

Win a belt at or be the overall winner of the King Of The Ring

UNLOCK SGT SLAUGHTER, SHAWN MICHAELS, EXTRA ATTRIBUTES, & BIG HEAD CHEAT

Win a belt at or be the overall winner of the Survivor Series.

UNLOCK JACQUELINE & CHYNA

Win a belt at or win your match at Summer Slam.

UNLOCK JERRY 'THE KING' LAWLER & PAUL BEARER

Win a belt at or be the overall winner of the Royal Rumble.

UNLOCK HEAD, BEEP MODE, & EGO CHEAT

Win the World Heavyweight Title at Wrestlemania.

ALTERNATE COSTUMES

At the character selection screen, hold L1, L2, or R2, then press X to select your character. Each button will give you a different costume.

WWF IN YOUR HOUSE

NO DAMAGE

Pause the game and press L1, R2, L1, R2, L2, R1 and you will have no human damage.

FATALITY MOVES

To do these, simply pin your opponent for the final time and tap in the following combinations:

Bret Hart: △ △ △ △ △ △

Vader: △ △ △ △ △ △

Owen Hart: △ △ △ △ △ △

British Bulldog: △ △ △ △ △ △

Undertaker: △ △ △ △ △ △

Goldust: △ △ △ △ △ △

Shawn Michaels: △ △ △ △ △ △

HHH: △ △ △ △ △ △

Ahmed Johnson: △ △ △ △ △ △

CHEAT CODES

Pause the game at any point during a bout and enter any code:

Computer players off - △, △, △, △, R2

Big damage on - △, △, L1, L2, △

Combos on - R1, L2, R2, L2, △

Small human damage - △, △, L2, △, △

Auto super pin - △, △, △, △, L.

WWF WARZONE

VIEW UNLOCKED CHEATS

Whilst in the elevator press L1 + R1 to list the hidden features and modes that have been

successfully unlocked (see below). **PLAY AS CACTUS AND DUDE FEATURE**

Win the WWF title in Challenge mode with Mankind on either the

medium or hard difficulty level.

Cactus Jack and Dude Love will now be available on the

character selection screen.

PLAY AS TRAINER FEATURE

Enter Training mode and select 'Custom' followed by 'Trainer' at the character selection screen.

PLAY AS SUE FEATURE

Win the WWF title in Challenge mode with Bret Hart or Owen Hart on either the medium or hard difficulty level. Sue the ring girl will now be available as a custom wrestler - sadly there is no mud!

PLAY AS PAMELA

She's one of the Iguana staff who created the game. To make her selectable, complete the Challenge mode on Medium or Hard level with Sue the ring girl.

NEW DUDS FEATURE

Win the WWF title in Challenge mode with Kane on either the medium or hard difficulty level. You will receive additional shirts, jackets, masks, pants, and clothes in Creation mode to play around with.

EXTRA GOLD FEATURE

Win the WWF title in Challenge mode with Goldust on either the medium or hard difficulty levels. Then, hold L2, R1 or R2 while selecting Goldust on the character selection screen. You will receive more nancy costumes, including the Marilyn and Dusty versions.

EXTRA COLD FEATURE

Win the WWF title with Stone Cold on either the medium or hard difficulty levels. Then, highlight Stone Cold on the character selection screen and press L2, R1, or R2. You will receive additional costumes: black vest and jeans; Austin 3:16 T-shirt and jeans.

RATTLESNAKE FEATURE

Win the WWF title in Challenge mode with a user-created wrestler on either the medium or hard difficulty level. You will receive a beefcake version of Steve Austin as a custom character.

LADIES' NIGHT FEATURE

Win the WWF title with Triple H or Shawn Michaels on either the medium or hard difficulty levels. The 'Female' body type may now be selected in the custom character mode.

NO METERS MODE

Win the WWF title in Challenge mode with the Undertaker on either the medium or hard difficulty level.

BIG HEAD MODE

Win the WWF title in Challenge mode with British Bulldog on either the medium or hard difficulty level.

NO WIMPS MODE

Win the WWF title in challenge mode with Ken Shamrock or Farooq on either the medium or hard difficulty level. Blocking will be disabled when this mode is active.

BEAN MODE

Win the WWF title in Challenge mode with Mosh or Thrasher on either the medium or hard difficulty level. Belching and

farting will be enabled with this mode.

EGO MODE

Win the WWF title in Challenge mode with Ahmed Johnson on either the medium or hard difficulty level. As the crowd cheers, the size of the wrestler's head will increase; whilst the boos will have the reverse effect.

RANDOM WRESTLER

Hold △ and press Block on the character selection screen.

ALTERNATE COSTUMES

Hold L2 and select a wrestler at the character selection screen.

FIGHT IN WRESTLEMANIA RING

Win both titles under challenge mode and defend the WWF title from all wrestlers. The title match will be in the Wrestlemania ring.

TAUNTS

By using the following button combinations, you will be able to taunt your opponent or show off during a match:

△ + X

Taunt 1

○ + □

Taunt 2

VIEW MOVIES

On the title screen, quickly press △ + △, △ + ○, △ + X, △ + □, △ + X, △ + ○, △ + △, L1 + R1, L2 + R2, L1 + R1, L2 + R2. Note that you have to enter the sequence very quickly. If it's worked, you'll see 'Movie 1' on screen. Now move △ or ○, then X to play the movie of your choice.

X-COM: TERROR FROM THE DEEP

LOADSAMONEY

On the base name screen when you start, enter AEIOU for money, loads of it! Even better, everything apart from building will cost just one dollar.

HARD MEN

On the base name screen, enter JUSTLIKEME and all the soldiers you build will be high ranking with full armour.

XEVIOUS 3D/G+

PLAY AS TEKKEN CHARACTERS

Heihachi

At the Game Select screen (highlighting 'Xevious 3D/G'), hold X + ○ + △ + Start on controller 1. Keep holding them until the Xevious 3D/G title screen appears, then release Start (nothing else) and hold it again to start the game. Keep the buttons held down until your ship starts the level, upon which it magically transforms into Heihachi, with built-in spray fire.

Paul

At the Game Select screen (highlighting 'Xevious 3D/G'), hold X + ○ + △ + Start on controller 2. Keep holding them until the Xevious 3D/G title screen appears, then release Start (nothing else) and press it again to start the game. Keep the buttons held down until your ship starts the level, upon which it magically transforms into Paul, who speeds around the screen.

INFINITE CONTINUES

On the Game Select screen (highlighting 'Xevious 3D/G'), hold

L1 + L2 + R1 + R2 and press ○ rapidly as many times as you can while the game loads. If you've done it right, when you start the game, where the credits were it'll display 'FREE PLAY'. You can now continue as many times as you need.

DEBUG MODE

Select the original Xevious game. At the Xevious title screen, press □ + X + Start. The Debug Mode will appear and the game will start.

BLACK SHIP

Highlight the 'Reset' option on the title screen and hold L1 + L2 + R1 + R2 + Start. The 'Game Start' option should now be highlighted, so (still holding the shoulder buttons) press Start again. Continue to hold all the buttons until your ship changes.

FAT SHIP

First, you have to get the Black Ship. Then go back to the Xevious title screen, select Configuration Mode and highlight 'Exit'. Now, as before, highlight 'Reset' and hold L1 + L2 + R1 + R2 + Start. The 'Game Start' option should now be highlighted, so (still holding the shoulder buttons) press Start again. Continue to hold all the buttons until your ship changes.

TWISTING SHIP

If you have a NeGcon controller, you can use it to twist your ship.

X-GAMES PRO BOARDER

PASSWORDS

□ △ X □ ○ ○ ... All courses & Circuit mode

△ X □ X △ ○ Bonus boarder: Ollie B

1

Enter the following cheats on the password screen:

Full Metal Jacket - □, ○, X, △, △, X, ○, □

Invincibility - □, △, ○, X, X, X, ○, △, □

Enable Port 2 - X, △, □, ○, △, ○, X, □

(During play, press △ on pad 2 to destroy the enemy base, or press □ to destroy your own base.)

PASSWORDS

Level 2...□, △, X, ○, △, □, ○, X

Level 3...□, X, ○, △, △, □, X, ○

Level 4...□, △, X, ○, ○, △, X, ○

Level 5...X, ○, □, X, △, □, X, ○

Level 6...□, ○, △, X, ○, X, □, ○

Level 7...X, ○, □, X, △, △, X, ○

Level 8...X, X, ○, △, X, ○, □, X

Level 9...○, X, ○, □, X, ○, □, ○

Level 10...○, △, ○, ○, □, △, X, ○

Level 11...X, □, ○, X, X, □, □, ○

Level 12...X, X, ○, X, ○, X, □, ○

Level 13...○, △, X, ○, △, □, X, ○

Level 14...□, △, X, ○, △, X, ○, □

Level 15...□, △, X, ○, □, △, X, ○

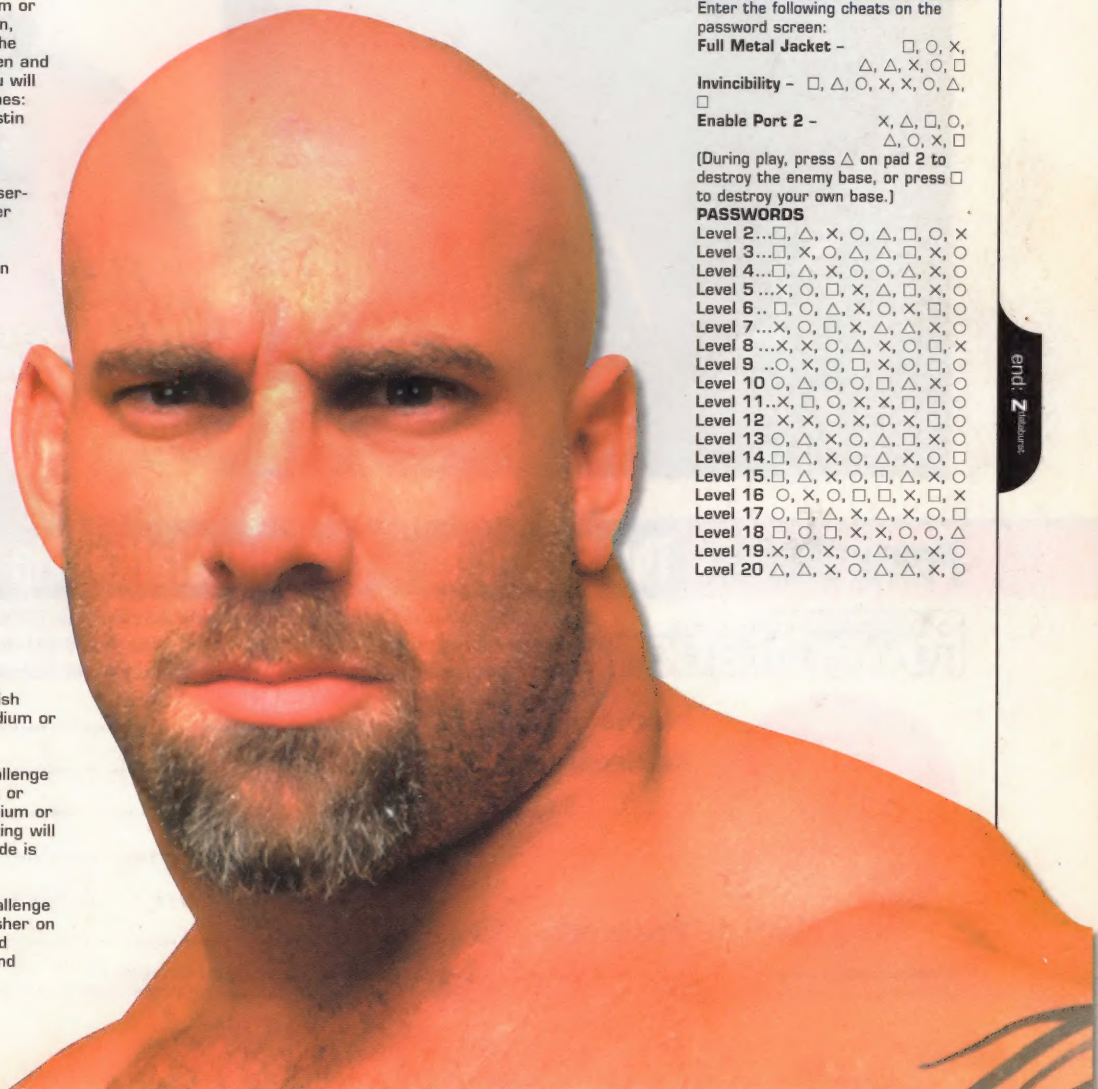
Level 16...○, X, ○, □, □, X, □, X

Level 17...○, □, △, X, △, X, ○, □

Level 18...□, ○, □, X, X, ○, ○, △

Level 19...X, ○, X, ○, △, △, X, ○

Level 20...△, △, X, ○, △, △, X, ○



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Newsagent Information: POWERSTATION is published by Paragon Publishing Ltd (tel: (01202) 299900, fax: (01202) 299955, <http://www.paragon.co.uk> and is available from your local wholesaler. POWERSTATION is distributed by Seymour (tel: (01202) 200232) and is fully SOR.

Note: These are some of the games we intend to cover in the next issue. However, we reserve the right to alter the contents.

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XPLORER

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FX

The image shows the Xplorer FX product packaging on the left, which features a large 'X' logo and the text 'Blow your games wide open...'. To the right is a screenshot of the game interface, showing a list of cheats for 'Men In Black' and 'Metal Gear Solid', a 'Main Menu' option, and a 'Start' button. Below the screenshot is a large, detailed image of the Xplorer FX cheat cartridge, which is a grey device with a yellow label that reads 'XPLORER FX THE ULTIMATE CHEAT CARTRIDGE'. The cartridge also has a small screen and buttons. To the right of the cartridge is a screenshot of the 'CINE-FX' interface, showing a list of games and a 'Button fun' option. Below the screenshot is a large, detailed image of the 'CINE-FX' interface, which is a purple device with a large 'X' logo and the text 'CINE-FX'. Below the 'CINE-FX' image is a large, detailed image of the 'VMS' interface, which is an orange device with a large 'X' logo and the text 'VMS VIRTUAL MEMORY SYSTEM'. Below the 'VMS' image is a large, detailed image of the 'CODE CONSTRUCTOR' interface, which is a yellow and black device with a large 'X' logo and the text 'CODE CONSTRUCTOR'.

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